SONY COMPUTER ENTERTAINMENT™

Sony Computer Entertainment
919 East Hillsdale Blvd., 2nd Floor
Foster City, California 94404
415 655 8000
415 655 8001 Fax

Dear Prospective Net Yaroze Member,

Thank you for your interest in Net Yaroze. We hope that you are ready to begin writing software for the world's leading next-generation video game console. If you know C language-programming basics, Sony Computer Entertainment has assembled the ideal development package just for you. In one affordable, comprehensive kit, you will receive the tools needed to work with the impressive Net Yaroze programming functions.

We do want you to know that Net Yaroze is not a toy. We expect that you have a reasonable understanding of development tools for the PC. Be sure that you have read the on-line FAQ on our web site, http://www.scea.sony.com/net.

Please be aware of two important offers that are available to Net Yaroze Members only at the time of applying for membership. Metrowerks is making CodeWarrior, their integrated development environment for the PlayStation that runs on the PC or Macintosh available for $149. (To develop Net Yaroze code with a Macintosh, you *must* purchase Code Warrior for PlayStation and obtain your own Mac-serial to DB-9 adapter.) Kinetix is providing special Net Yaroze member pricing on 3D Studio, Release 4 for DOS and Animator Pro for DOS at $499 and $199, respectively. Please see accompanying literature from both companies for details.

After we process your application and order, we will ship your system and *separately* mail your Net Yaroze web site access user ID and password. The Net Yaroze members-only web site is the exclusive area where members share their ideas, programming tips, and show of their completed works. You will see this area explode with outstanding examples of what can be done with Net Yaroze provided by other members, as well as SCE programmers. All member support is handled via this web site, with answers provided by other Net Yaroze members, as well as our PlayStation programming experts.

Please review the enclosed materials, fill out the forms completely, and get your order to us via mail today! Feel free to visit the Net Yaroze web site for up-to-date information.

Sincerely,

The Net Yaroze Team

Order Form

MEMBER NAME

SONY COMPUTER ENTERTAINMENT™

ORDERING OPTIONS

See Registration Package For Details

If you wish to order more than one System, a separate License Agreement and Order Form must be submited for each

OPTION 1 (PC)

❑ Net Yaroze Development System $750

All prices payable in US funds only
CA, NJ, IL, CT, GA – Add local sales tax
Shipping: Within the 48 mainland US States - add $19.95
Other US properties and Canada - add $34.95

TOTAL

OPTION 2 (PC or MAC)

❑ Net Yaroze System with CodeWarrior $899

All prices payable in US funds only
CA, NJ, IL, CT, GA – Add local sales tax
Shipping: Within the 48 mainland US States - add $19.95
Other US properties and Canada - add $34.95

TOTAL

PAYMENT INFORMATION

PAYMENT METHOD

VISA Card ❑ MasterCard ❑ Cashier's Check ❑ Money Order ❑

Sorry, Personal Checks Not Accepted

CARD NUMBER | EXPIRATION | CARDHOLDER SIGNATURE

NAME If paying by credit card, enter name as it appears on the card.

COMPANY NAME If Applicable

ADDRESS | APARTMENT OR SUITE

ADDRESS LINE 2 | COUNTRY

CITY | STATE/PROVINCE | ZIP/POSTAL CODE

TELEPHONE Daytime Number Required | TELEPHONE 2 Please specify (i.e. home, work, pager, cell phone)

SHIPPING INFORMATION

You may enter "SAME" in fields matching "Payment" Information

NAME

COMPANY NAME

SHIPPING ADDRESS (No PO Boxes) | APARTMENT OR SUITE

SHIPPING ADDRESS LINE 2 | COUNTRY

CITY | STATE/PROVINCE | ZIP/POSTAL CODE

SCEA USE ONLY

ASSIGNED ID | INITIAL PASSWORD | R & D | ACCOUNTING | LEGAL

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Membership Application
and
License Agreement

SONY COMPUTER ENTERTAINMENT™

MEMBER INFORMATION

MEMBER NAME *

BIRTHDATE

PARENT OR GUARDIAN NAME — If Member is under 18 years of age

RELATIONSHIP TO MEMBER

COMPANY NAME

STREET ADDRESS *

APARTMENT OR SUITE

ADDRESS LINE 2

COUNTRY *

CITY *

STATE/PROVINCE *

ZIP/POSTAL CODE *

DAYTIME TELEPHONE *

TELEPHONE 2 — Please specify (i.e. home, work, pager, cell phone)

FAX

INTERNET PROVIDER

E-MAIL *

E-MAIL 2

COMPUTER SYSTEM INFORMATION

PROCESSOR

486 ❑ Pentium ❑ PowerPC ❑ Mac ❑ Other ❑ _____

3D GRAPHICS ACCELERATOR?

Yes ❑ No ❑

MEMORY

8MB ❑ 16MB ❑ 32+MB ❑

INTERNET CONNECTION

14.4 ❑ 28.8+ Modem ❑ ISDN ❑ Cable ❑ T1+ ❑

ADDITIONAL INFORMATION

SYSTEMS OWNED — Select all that apply

PlayStation ❑ N64 ❑ SNES ❑ Genesis ❑ Saturn ❑ Other ❑ _____

LANGUAGE/DEVELOPMENT ENVIRONMENT EXPERIENCE — Select all that apply

C ❑ C++ ❑ Basic ❑ Pascal ❑ Visual C++ ❑ Delphi ❑ Visual Basic ❑ GNU ❑

Other ❑ _____

SOFWTARE DEVELOPMENT EXPERIENCE — Select all that apply

PlayStation ❑ Windows ❑ DOS ❑ Mac ❑ N64 ❑ Saturn ❑ SNES ❑ Genesis ❑

C64 ❑ Atari 8-bit ❑ Atari ST ❑ Amiga ❑ UNIX ❑ Other ❑ _____

**** Required Information***

SCEA USE ONLY

ASSIGNED ID

INITIAL PASSWORD

R & D

ACCOUNTING

LEGAL

Sony Computer Entertainment America Inc.
Net Yaroze Membership and License Agreement

PLEASE REVIEW THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE SIGNING AND RETURNING THIS MEMBERSHIP AND LICENSE AGREEMENT. BY SIGNING AND RETURNING THIS MEMBERSHIP AND LICENSE AGREEMENT AND TENDERING PAYMENT, YOU INDICATE THAT YOU UNDERSTAND, ACCEPT AND AGREE TO BE BOUND BY THE FOLLOWING TERMS AND CONDITIONS. THIS IS A LEGAL AGREEMENT WHICH BINDS YOU IF SCEA ACCEPTS YOUR PAYMENT AND PROVIDES A CONSOLE AND DEVELOPMENT TOOLS TO YOU. IF YOU ARE UNDER EIGHTEEN YEARS OF AGE, YOUR PARENT OR GUARDIAN MUST REVIEW AND SIGN THIS AGREEMENT.

1. Definitions.

1.1 "Agreement" means this Net Yaroze Membership and License Agreement.

1.2 "Console" means the black PlayStation console purchased by the Member under this Agreement.

1.3 "Development Tools" means the Hardware Tools and the Software Tools.

1.4 "Hardware Tools" means the equipment (such as the cable, the boot CD and access card) licensed under this Agreement and used by the Member to execute -- on the Console -- the PlayStation Format Software stored in the Host Computer.

1.5 "Host Computer" means the Member's personal computer which meets or exceeds the specifications set forth in the accompanying materials.

1.6 "License Fee" means the sum to be paid by Member to SCEA, as established and as may be modified by SCEA from time to time, as a condition to delivery of the Development Tools and the Member's Console to Member.

1.7 "Member" or "You" means an individual residing in the United States or Canada who has consented to the terms of this Agreement and has paid the License Fee and any Membership Fee.

1.8 "Membership Fee" means a periodic fee which may be established by SCEA beginning on April 1, 1998 for access to the Yaroze Server.

1.9 "Net Yaroze" means the membership organization operated by SCEA to facilitate communication and information sharing among Members.

1.10 "PlayStation Format Software" means the executable files created from the Member's PlayStation Format Source Code.

1.11 "PlayStation Format Source Code" means source code written by the Member which, through use of the Software Tools and Hardware Tools, is displayed as PlayStation Format Software through the Console.

1.12 "SCEA" means Sony Computer Entertainment America Inc.

1.13 "Software Tools" means the software and associated documentation that are provided to and licensed to the Member under this Agreement, including updates, supplements and new versions which may be provided by SCEA from time to time.

1.14 "Third Party Development Tools" means any SCEA-approved third party software tools which may be used in conjunction with the Development Tools and Console and which are supplied to the Member by SCEA or such third party at the Member's request.

1.15 "Yaroze Server" means the server operated by SCEA for Member support and exchange of information.

1.16 "Yaroze Server Rules" means the rules set forth in section 7 below, and such other rules as SCEA may reasonably institute for the use of the Yaroze Server.

2. Grant of Rights and Reserved Rights. Subject to the terms and conditions of this Agreement, SCEA grants You the nonexclusive, nontransferable right and license to (a) install one copy of the Software Tools on the Host Computer and (b) use the Development Tools to create PlayStation Format Software.

2.1 You grant to SCEA the nonexclusive, worldwide right and license (a) for publicity and promotional purposes only and in any and all media, to use, reproduce, display and distribute portions of any of the PlayStation Format Software that You create and (b) to post all or part of the PlayStation Format Software that You create on SCEA's Yaroze Server and/or similar Yaroze Servers maintained in Europe and Japan.

2.2 All use of Third Party Development Tools is governed by any license terms included within the packaging for the Third Party Development Tools.

2.3 SCEA reserves all rights not expressly granted in this Agreement.

2.4 Additionally, SCEA reserves the right:

2.4.1 To reject any application for Membership.

2.4.2 To institute and charge a Membership Fee, and/or to charge for any upgrades or enhancements to the Development Tools and/or the Console that, in its sole discretion, it may make available.

2.4.3 To institute reasonable additional terms and conditions of membership and access to the Yaroze Server.

2.4.4 To limit or withhold access to the Yaroze Server if You violate any of the terms and conditions of this Agreement.

2.4.5 To delete, copy or move software and/or other information that You post on the Yaroze Server.

2.4.6 To suspend the operation of the Yaroze Server at any time for maintenance, inspection, upgrades, or as a result of any event beyond SCEA's reasonable control.

2.4.7 To discontinue the operation of the Yaroze Server and Net Yaroze, on and after April 1, 1998, for any reason or for no reason.

3. Restrictions. You shall not:

3.1 Decompile, disassemble, peel semiconductor components from, or otherwise reverse engineer or attempt to reverse engineer or derive source code from the Console and/or the Development Tools.

3.2 Transfer, license, rent, lease, modify or otherwise dispose of the Console and/or the Development Tools.

3.3 Use, reproduce, copy or display the Development Tools for any purpose other than to create PlayStation Format Software.

3.4 Use, reproduce, copy or display the Development Tools for any unlawful purpose, or to violate any laws, ordinances or regulations.

3.5 Infringe on the copyright or other intellectual property rights of SCEA or any other party.

3.6 Violate the right to privacy or the right of publicity of SCEA or any other party.

3.7 In connection with Net Yaroze, engage in conduct which SCEA judges in its discretion to be inappropriate including, but not limited to, the use of obscene language, conduct which is sexually explicit, conduct which depicts intoxication or substance abuse, or conduct which reflects adversely on the name, reputation or goodwill of SCEA or its affiliates.

3.8 Disseminate, distribute, publish, sell or license Your or any Member's PlayStation Format Software without the advance written consent of SCEA. You may, however, post PlayStation Format Software on the Yaroze Server.

4. Affirmative Obligations of Members. The Net Yaroze program is designed to enable individuals -- as opposed to corporations or licensed commercial developers and/or publishers -- to create PlayStation Format Software for personal use, to present to SCEA and, through the Yaroze Server, for the enjoyment of other Net Yaroze Members. Accordingly, You promise SCEA that You are an individual and that You are not a corporation, a licensed commercial developer and/or publisher. Additionally, You promise that you shall:

4.1 Be responsible for the Host Computer, Your modem and for all costs associated with connection to the Yaroze Server.

4.2 Maintain the Development Tools in good condition.

4.3 Actively participate in Net Yaroze and, when posting information on or transmitting information through the Yaroze Server, shall comply with the Yaroze Server Rules.

4.4 If You are under the age of eighteen, review this Membership and License Agreement with, and have this Membership and License Agreement signed by, your parent or guardian.

4.5 Upon request, provide SCEA with a copy of any PlayStation Format Software that You create.

4.6 Promptly notify SCEA of any bugs or errors that You discover in the Software Tools. The information contained in any such notification shall become the property of SCEA. SCEA shall make reasonable efforts to correct, but is not obligated to correct, such bugs or errors.

4.7 Promptly notify SCEA of any change of address, telephone number or e-mail address.

5. Ownership.

5.1 All title to, patent rights in, copyrights to and trademarks associated with, the Development Tools (including, but not limited to, any images, photographs, animations, video, audio, music, text and applets, incorporated into any of the Development Tools) and any accompanying printed materials are owned by SCEA or its suppliers. You agree not to alter or remove any detail of ownership, copyright, trademark or other proprietary right connected with the Development Tools or the Console.

5.2 You own the copyright in any PlayStation Format Source Code that You create; however, Your use of the Development Tools to create PlayStation Format Software is under the license granted in this Agreement. Accordingly, (i) You gain no right of ownership in any portion or derivative of the Development Tools used in, referenced by, accessed by or incorporated in the PlayStation Format Source Code that You create and (ii) at the bottom of the title screen of any PlayStation Format Software that You create, You must display the following legal text (with an appropriate modification to the year as SCEA may, in the future, request):

Portions © 1997, Sony Computer Entertainment Inc.

6. Access to the Yaroze Server.

6.1 SCEA will provide You with a unique username and password to permit access to the Yaroze Server. Your access to the Yaroze Server shall be deleted upon termination or expiration of either this Agreement or membership.

6.2 You shall not allow any third party to use Your username or password, and shall not transfer, sell or dispose of Your username or password.

6.3 You shall keep Your password confidential, and shall notify SCEA promptly if You become aware that Your username and/or password are being used by any third party.

6.4 You shall at all times comply with the Yaroze Server Rules.

7. Yaroze Server Rules. In your use of the Yaroze Server, you shall not:

7.1 Publish or post material or information that (a) defames another, (b) infringes on the legal or intellectual property rights (including rights of privacy or publicity) of others, (c) is obscene or sexually explicit, (d) is racially or ethnically objectionable, (e) depicts intoxication or substance abuse, (f) reflects adversely on the name, reputation or goodwill of SCEA or its affiliates or (g) violates any law or regulation.

7.2 Use the Yaroze Server to threaten, harass, stalk, abuse or otherwise violate the legal rights of others.

7.3 Upload files that contain software or other material protected by intellectual property laws, rights of privacy or publicity, or any other applicable law unless you (a) own or control the rights to that software or other material or (b) have received all necessary consents to do so.

7.4 Upload files that contain a virus or corrupted information.

7.5 Delete any legal notice or author attribution in a file that you either upload or download.

7.6 Falsify the source or origin of software or other material contained in a file that you upload.

7.7 Purposely "lock up" the Yaroze Server or use the Yaroze Server in a manner that adversely affects the availability of its resources to other Members.

7.8 Use the Yaroze Server to post or transmit chain letters or pyramid schemes, or to advertise or offer to sell goods or services to other Members.

8. **WARRANTIES AND LIMITATION OF LIABILITY.**

8.1 LIMITED WARRANTY. SCEA warrants that the media containing the Software Tools and the Hardware Tools will be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of receipt. The limited ninety (90) day warranty on the Console is subject to the terms, conditions, limitations and exclusions set forth on the warranty card enclosed with the Console. Some states and jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to You. To the extent allowed by applicable law, implied warranties on the Software Tools media and Hardware Tools, if any, are limited to ninety (90) days.

8.2 EXCLUSIVE REMEDY. SCEA's and its suppliers' entire liability and Your exclusive remedy shall be, at SCEA's option, either return of the License Fee or repair or replacement of the Software Tool media and/or the Hardware Tool that does not meet SCEA's Limited Warranty and which is returned to SCEA with a copy of Your receipt. This Limited Warranty is void if failure of the Software Tool or Hardware Tool has resulted from: (a) use with products not sold or licensed by SCEA (including, but not limited to, non-licensed game enhancement devices, adapters and power supply services; (b) use for commercial purposes (including rental), or modifications or tampering; (c) damage by negligence, accident, wear and tear, unreasonable use, or by other

causes unrelated to defective materials or workmanship; or (d) alteration, defacing or removal of the serial number. Any replacement Software Tool or Hardware Tool will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

8.3 **NO OTHER WARRANTIES. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, SCEA AND ITS SUPPLIERS DISCLAIM ALL OTHER WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WITH REGARD TO THE SOFTWARE TOOLS, HARDWARE TOOLS AND/OR YAROZE SERVER. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHERS, WHICH VARY FROM STATE/JURISDICTION TO STATE/JURISDICTION.**

8.4 **NO LIABILITY FOR CONSEQUENTIAL DAMAGES. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL SCEA OR ITS SUPPLIERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF OR DAMAGE TO DATA ON THE HOST COMPUTER, DAMAGES CAUSED BY A VIRUS OR SOFTWARE OBTAINED FROM THE YAROZE SERVER, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS OR PERSONAL INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE TOOLS, THE HARDWARE TOOLS AND/OR THE YAROZE SERVER, EVEN IF SCEA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES AND JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.**

9. Termination of Membership. SCEA shall have the right to terminate this Agreement, without refund of the License Fee or Membership Fee, in the event that any of the promises that You made in this Agreement are not true, You violate any of the provisions of this Agreement and/or fail to pay the Membership Fee in a timely manner. In the event of termination, You shall promptly delete any copies or installed versions of the Software Tools and return the original Development Tools to SCEA. Even after termination, You shall continue to be bound by sections 2, 3, 5, 6, 7, 8, 9, 10, 11 and 12 of this Agreement.

10. Applicable Law. This Agreement shall be governed and construed in accordance with the laws of the State of California, excluding choice of law provisions, and of the United States of America. Any action or proceeding brought to enforce the terms of this Agreement or to resolve any dispute arising from this Agreement shall be brought in the courts of the San Mateo County, California (if under State law) or the Northern District of California (if under Federal law). If permitted under applicable law, you submit to the exclusive jurisdiction and venue of such courts for purposes of any such action.

11. Severability. In the event that any portion of this Agreement is determined by a court of competent jurisdiction to be invalid or otherwise unenforceable, the relevant portion shall be deemed to be deleted from this Agreement, while the remainder of this Agreement shall continue in full force and remain in effect according to its stated terms and conditions.

12. Entire Agreement. This Agreement, together with such rules as may be instituted in the future by SCEA and posted as such on the Yaroze Server, is the entire agreement between you and SCEA regarding the subject matter of this Membership and License Agreement.

MEMBER	PARENT OR GUARDIAN
SIGNATURE	SIGNATURE
PRINTED	PRINTED
DATE	DATE

SONY COMPUTER ENTERTAINMENT™

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919 E. Hillsdale Blvd., Foster City, CA 94404

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KINETIX™
A DIVISION OF AUTODESK, INC.

A special offer exclusively for *Net Yaroze*™ members:

So you've made the decision to get your new *Net Yaroze* game development system for the PlayStation™. Congratulations! All you need now is the right set of art tools and you'll be ready to create the next blockbuster title. You already know that in addition to game play, great games depend on great art. That's why Sony Computer Entertainment America has selected Kinetix, the multimedia division of Autodesk, as a *Net Yaroze* partner to offer members the top selling game content creation tools of all time; 3D Studio® Release 4, Animator Pro® and Texture Universe®. And it's no wonder – they're the perfect combination of 2D and 3D animation tools for the *Net Yaroze* development environment. Together, these production-proven products have already joined to create the art for more PlayStation titles than all other tools combined.

Awesome Savings

In cooperation with Sony, we're delighted to make these tools more affordable than ever – exclusively for members of the *Net Yaroze* program. We're making members an incredible offer – savings of nearly 70% off suggested retail prices! To qualify, just place your order at the same time as your *Net Yaroze* membership sign-up. Should you decide to order after sign-up, the savings are still outstanding – see the enclosed *Net Yaroze* Art Tools Offer member order form for all the details.

Low hardware requirements

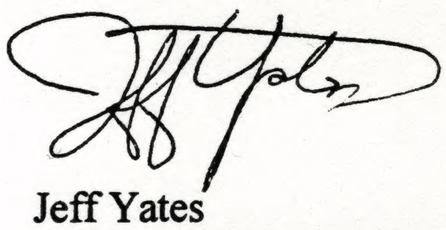
3D Studio Release 4 and Animator Pro easily run on 486 DOS environments, giving you a fully-featured professional system on a budget. Even a 486 PC with a math coprocessor and as little as 8 megabytes of RAM can be a highly proficient production system.

Net Yaroze and 3D Studio - a solid career path

Your decision to join the *Net Yaroze* program and learn animation techniques is good for your career too – that's because 3D is the hottest category in high technology today. Learning to create games for the PlayStation with 3D Studio and Animator Pro puts you in the driver's seat for future opportunities in this exciting and expanding field. Check out the enclosed 3D Careers brochure for more information and a listing of additional resources.

Remember, for the greatest savings on your Kinetix art tools you must place your order simultaneously with your *Net Yaroze* purchase, so act now!

Happy animating,



Jeff Yates
Games and Interactive Market Manager
Kinetix, a division of Autodesk, Inc.

PS You can't lose – when you're ready to migrate to the industry-acclaimed 3D Studio MAX™ for Windows, your 3D Studio serial number saves you a cool $1,000! For details, call 1-800-225-6106.

642 Harrison Street
San Francisco
California 94107

415-547-2000 PHONE
415-547-2222 FAX
http://www.ktx.com

Net Yaroze™ Art Tools Offer from Kinetix - Q&A

Will 3D Studio and Animator Pro work with my hardware?

Probably. Both products are designed to run in an Intel-based DOS environment. The Apple Macintosh environment is not supported in any configuration. For detailed hardware requirements, see the product literature enclosed in the *Net Yaroze* application package.

3D Studio Release 4 utilizes custom display drivers for video display cards which are provided by Vibrant Graphics, Inc. A current listing of graphics cards with available 3D Studio drivers may be found on the web at; http://www.vibrant.com/products/ilcards.htm. If your video display card is not listed, you will likely have success by selecting a VESA-compatible setting. There are some Glint-based 3D accelerator cards which are supported, but they will not take advantage of any 3D acceleration functions. You may download the latest display drivers from the Vibrant Graphics web site at; http://www.vibrant.com/products/inline.htm. Kinetix or Vibrant do not provide technical support for these display drivers, and no warranties are made with respect to the compatibility of either product with any software video drivers provided or available. However, a document on troubleshooting video display problems is available at http://www.autodesk.com/support/techdocs/mm/fax917.htm.

The faster CPU clock speeds of the current generation of Intel processors can sometimes cause long delays upon starting 3D Studio Release 4 or when switching between modules. A software patch (fstCPUfx.exe) to correct this problem is available for downloading at http://www.ktx.com/javascript/downloads/downloads.htm. To apply the patch to 3D Studio, you make a backup copy of 3ds.exe and then run the executable from your 3DS root directory. If you do not experience this problem, there is no need to apply the patch.

Can these products operate as DOS applications under Windows 3.1 or Windows 95?

While Kinetix does not offer support for these configurations, many users have had success in using the applications in these environments. Due to the memory requirements of the various Windows-based operating systems however, this type of configuration may result in less than optimum application performance. A document detailing product usage with in Windows may be found at; http://www.autodesk.com/support/techdocs/mm/fax709.htm.

What is the future migration path for 3D Studio and Animator Pro?

Both 3D Studio Release 4 and Animator Pro Release 1.3 are considered 'mature' products by Kinetix. This means that no further research or development is occurring or planned. These products are offered to *Net Yaroze* members 'as is' with limited technical support as described below.

Starting with 3D Studio Release 4 and Animator Pro means that you accept a future direction towards our Windows NT and Windows 95 products such as 3D Studio MAX™ and Animator Studio®. Substantial discounts are available to those who migrate to these products from their DOS-based predecessors. In addition, migrations do not require the surrender of the previous product's license or registration. For more information on migration policies, please call Kinetix at 1-800-879-4233.

Is the 3DS file format 'open'?

Yes, but technical support for the format is no longer available nor offered. Kinetix does continue to sell the 3DS files toolkit as a 'legacy' product and there is a great deal of existing knowledge about the format and a number of shareware utilities for the format available. Be aware that the 3DS file format is not compatible with the current 3D Studio MAX 'MAX' file format. There are some limitations in transferring 3DS files into 3D Studio MAX and Kinetix makes no warranties with respect to the compatibility of the 3DS file format with more current releases of Kinetix products. The export of 3D Studio MAX files into the 3DS format also has limitations and is not supported.

What about 3D Studio R4 'IPAS' plug-ins? Can I write my own plug-ins?

Kinetix does not sell any IPAS plug-ins for 3D Studio Release 4. While independent vendors of plug-ins are now concentrating their efforts on extending 3D Studio MAX, most continue to offer their 3D Studio Release 4 versions for sale. You can find a listing of Release 4 plug-in vendors on the *Net Yaroze* member web site. These companies have been informed of the *Net Yaroze* program and many plan to offer special pricing to members, so be sure to identify yourself as a member when you contact these vendors. The IPAS plug-in developer toolkit is still available from Kinetix as a 'legacy' product, but it is not supported because it requires older versions of C compilers and linkers that are no longer generally available or supported.

What level of support can I expect for 3D Studio Release 4 and Animator Pro?

Support for these products is available from Kinetix (not by Sony) via the *Net Yaroze* member Web Site only. Support is limited to;

- user technical support only, not programming help,
- installation and configuration assistance, not 'technique' or use of features training,
- DOS version 3.3 or greater environments, not Windows 3.1, 95 or Windows NT environments.

There are a number of excellent third party resource materials available for 3D Studio Release 4 and Animator Pro users. A catalog listing many of these resources is inside every copy of 3D Studio and may also be made available on the *Net Yaroze* member web site.

KINETIX™
A Division of Autodesk. Inc.

NET YAROZE™ ART TOOLS OFFER — MEMBER ORDER FORM

Fax completed form to Autodesk: 1-800-424-9737

By mail: Autodesk, Inc.
Kinetix *Net Yaroze* Offer, Dept. #06-549
111 McInnis Parkway
San Rafael, CA 94965

Instructions: Payment in full via credit card, cashier's check or money order must accompany this order form. Personal checks are not accepted. Incomplete forms will be returned unprocessed.

Questions? Please call: 1-800-225-6106

MEMBER INFORMATION

Note: For verification, shipping address must be the same as that used for your *Net Yaroze* member shipment.

Member Name

Mailing Address

City, State Zip Code

Daytime Phone

Shipping Address (if different)

City, State Zip Code

Evening Phone

ORDER INFORMATION

Please indicate the product(s) are you requesting below. Limit is one copy per product per member. Offer valid in U.S. and Canada only. All prices are in U.S. Dollars.

	Retail Price	*Net Yaroze* Member Prices At Sign-up	After Sign-up	Total
❑ 3D Studio® Release 4 (on CD-ROM)	$1495.00	$499.00	$799.00	$_____
❑ Animator Pro® 1.3 (on 1.44MB Floppies)	$ 595.00	$199.00	$299.00	$_____
❑ Texture Universe® (on CD-ROM)	$ 249.00	$ 79.00	$ 99.00	$_____
			Sub-Total	$_____
			Sales Tax*	$_____
			Shipping & Handling♣	$_____
			Order Total	$_____

* Residents of the following states must add the applicable local sales tax: CA 7.25%, CO 3.8%, CT 6%, FL 6%, GA 6%, IL 6.25%, IN 5%, MA 5%, MD 5%, MI 6%, MO 4.225%, NC 6%, NJ 6%, NY 8.25%, OH 7%, OK 8.375%, PA 6%, TX 8.25%, VA 4.5%, WA 8.2%, WI 5.6%.

♣ Shipping & Handling charges: One item $16.00, Two items $24.00, Three items $28.00. Add $10.00 for Canadian shipments. All shipments are sent via Federal Express 2nd day air. Please allow up to 3 weeks for shipment.

NOTE: USE OF ABOVE PRODUCTS IS SUBJECT TO ACCEPTANCE OF AUTODESK'S END USER LICENSE AGREEMENT.

PAYMENT INFORMATION

❑ Check Enclosed (make checks payable to Autodesk, Inc.)

Credit Card: ❑ MasterCard ❑ Visa ❑ American Express

Credit Card # Expiration Date

Print Name as it appears on credit card

Cardholder's Signature

AUTODESK USE ONLY

Logged-in by Date

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Entered By Date

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Serial Numbers

❑ 3D Studio _____

❑ Animator Pro _____

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careers

3D

plug in

to the possibilities

Get ready for a cyber-powered future.

Check out career opportunities in 3D design and animation.

Discover how 3D multimedia tools are used to create

* special effects in movies
* cool, animated characters in computer games
* realistic models for conceptual design
* interactive experiences on the Web

Read on

to learn more and to get plugged in to resources that can get you started. Then get animated.

"plug in then get animated"

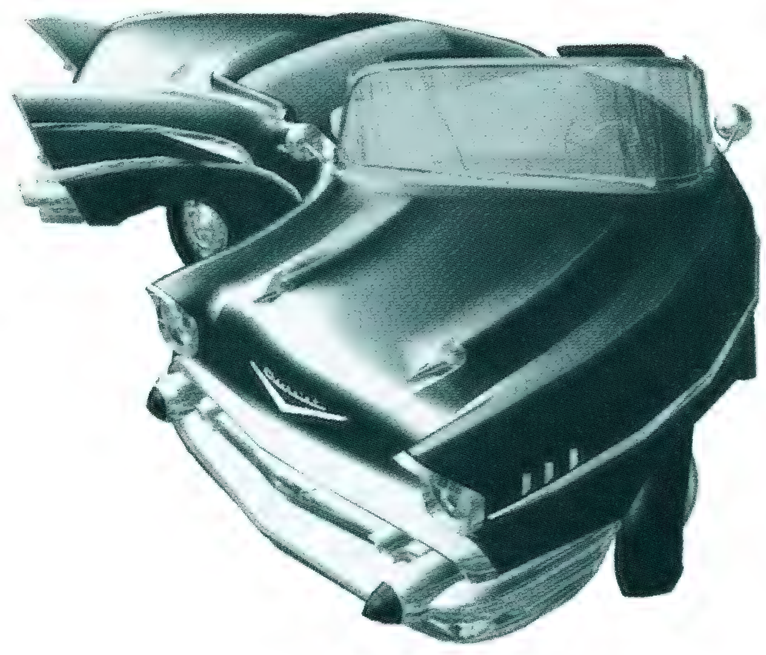
The 3D art scene started booming with the arrival of technologies that made it possible to portray realistic, computer-generated visual effects. Today, breakthrough software tools, such as 3D Studio® and 3D Studio MAX™ from Kinetix™[1] mesh fantasy worlds and reality with real-time, high-resolution graphics.

Such high-end graphics tools used to be available only to professionals working on expensive workstations. Now these tools are accessible on high-performance PCs . . . which means you can use them, too!

A variety of businesses use 3D computer graphics . . . and they're scrambling for talent. Multimedia companies—firms that produce special effects and animations for TV, movies, CDs, computer games, and Web sites—want artistic people who are versed in computer games and appreciate pop culture. Other companies—such as architectural and engineering firms—want creative people who can design realistic 3D models. There's also a demand for talented programmers who develop the tools that make creative visions technically possible.

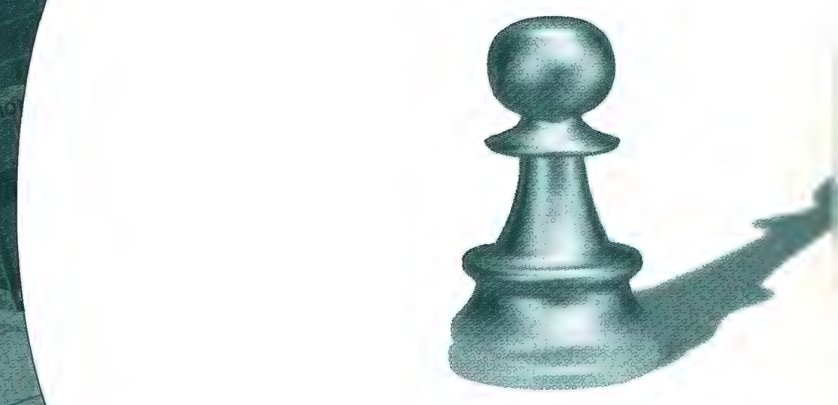
Try 3D computer design and animation. It could be your ticket to a colorful future.

Words in blue type are defined in the glossary on page 12.



[1] Kinetix, the leader in 3D animation for the PC, is a division of Autodesk, Inc.

3D game animator



RELATED JOBS

creative director//
makes the final decisions on the look and feel of the product—and makes sure that the style and quality of the product is consistent in the packaging and promotional materials.

graphic designer//
communicates messages visually by using traditional and electronic tools to create original art and illustrations and manipulate photographic images.

production manager//
coordinates the team to ensure that the project stays on schedule and within budget, and meets company standards.

3D computer games on CD-ROM are rolling into retail stores in record numbers. What's next? Video games on the Net.

The popularity of interactive games is fueling an explosive demand for talented animators. In the foreseeable future, keen-eyed artists who can create frisky characters and whimsical worlds will have plenty of job opportunities.

SKILLS

Go ahead . . . play with CD-ROM and video games. Then look at your favorite games in new ways. See what kinds of images and interactivity engage and hold your interest.

Study comic books and TV cartoons for tips from the pros on using images to tell stories. You'll also gain an understanding of storyboard composition.

Game animators need strong drawing and animation skills. Read about and practice sketching, lighting, life drawing, color theory, composition, and traditional (cel or clay) animation.

EDUCATION

Art, drama, mathematics, and computer science would be good classes to take in high school or college. Potential employers may require an undergraduate degree in fine art, computer graphics, or related fields.

"an ability in traditional art is essential to crea

You get extra credit if you've played a lot of video games. That experience, combined with a good imagination and drawing ability, could be enough to get you in the door.

TECH TOOLS

To learn how computer programs are used to enliven characters, add action, and give dimension to settings, experiment with software that mixes 2D digital imaging and 3D design and animation.

Explore authoring tools. Become familiar with different types of user-interface designs.

Meanwhile, keep visualizing pictures in your mind's eye. What counts most when using software tools is the ability to make your visions come to life.

SALARY RANGE

Typically, salaries range from US$40,000 to $100,000 annually and up.

ON THE JOB

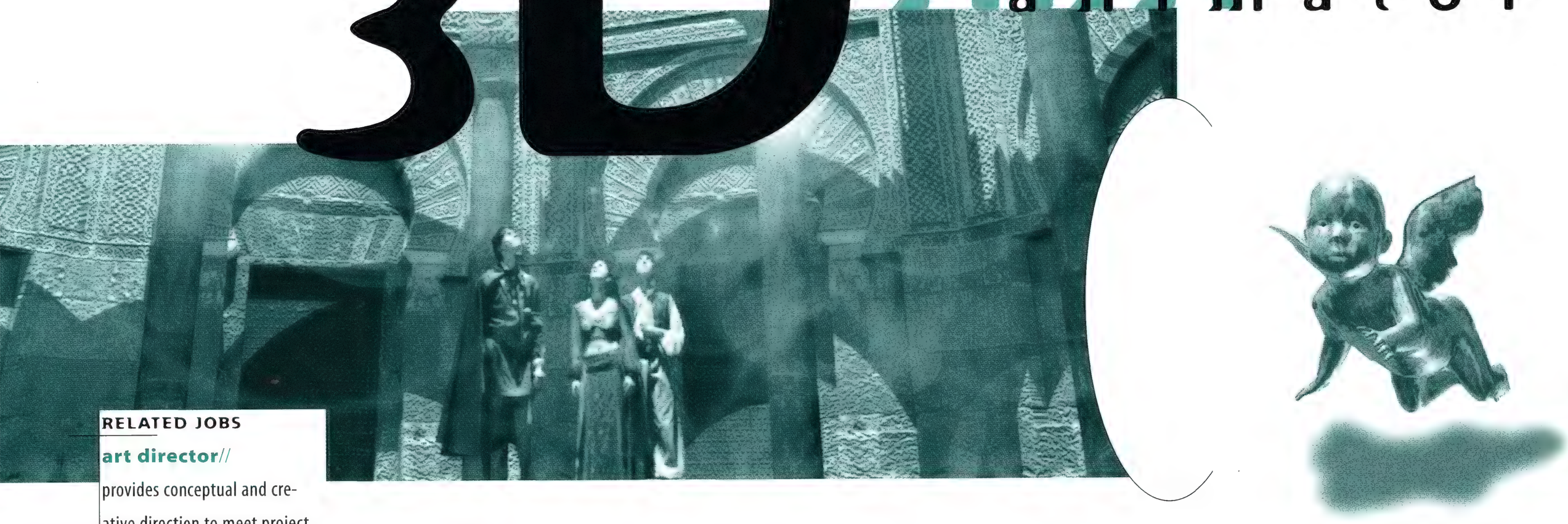
You'll be working with a team of diverse, talented artists. When differences of opinion occur, collaborate to evaluate and choose the best option.

Be armed with coffee and energy bars. Long nights and tight schedules are common. But where else can you wear your jeans to work and not mind staying past five because you love what you do?

ting richly detailed 3D artwork."

Deirdre O'Malley, Cofounder, Mondo Media/Mechadeus

3D film animator



RELATED JOBS

art director//
provides conceptual and creative direction to meet project design standards, and guides the development of all visual and graphic artwork, sound, animation, and video through regular reviews with artists and other professionals.

videographer//
is responsible for location shots, lighting, actors, props, and other elements that culminate in a camera-recorded action or scene.

sound producer//
selects background music, sound effects, narrations, and voice-overs, and oversees the sound-editing process.

3D characters and special effects are leaping into everything from TV commercials to live-action movies. 3D is especially hot in Hollywood, where full-length animated features such as *Toy Story* are winning Academy Awards®.

Can you create characters with an attitude? Make objects fly through space? Construct fantastical environments bursting with realism? Then your talents are in demand in the film and television industry.

SKILLS

Jobs are plentiful but competition is tough. First master traditional (noncomputer) art and animation skills. Then learn drawing, sculpting, and color theory. Study anatomy and movement. You'll stand out in the crowd if you can sketch rough designs, develop storyboards, and prepare animation layouts.

A flair for using pictures to tell stories and convey emotions is a big plus. So study documentaries and videos to see how images are used to develop humor, suspense, and drama.

EDUCATION

You'll have a head start on some of these skills if you've taken art, photography, film, and computer electives in high school or college.

“we look for visual examples of realistic and cr

An undergraduate degree in art or a related field is becoming increasingly important, but artistic ability and creativity count most. Some entertainment-industry employers are hiring talented students straight out of high school or art college, giving them a chance to learn on the job.

TECH TOOLS

Learn your way around 2D digital imaging programs. Familiarize yourself with software that mixes digital imagery with sound effects, narrations, and voice-overs.

To outdistance the competition, master two of these 3D imaging and animation techniques: organic modeling and rendering, lighting, tiled backgrounds, and character animation. Explore authoring programs.

Remember, it's more important to know traditional animation techniques than it is to be technically proficient in 3D programs.

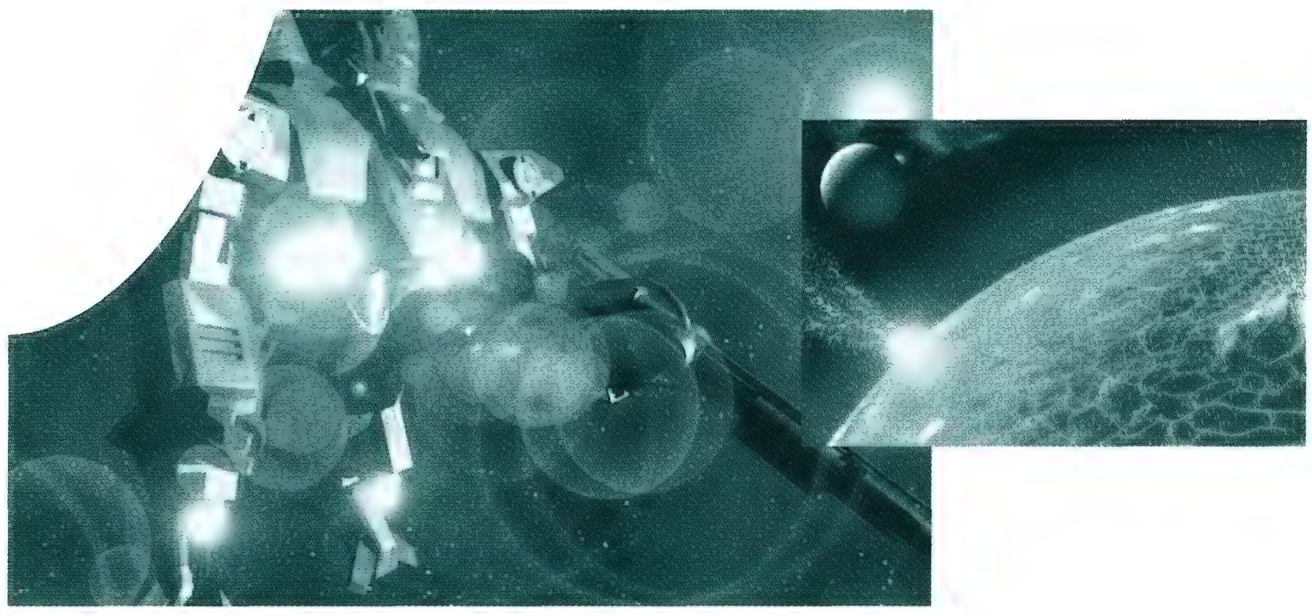
SALARY RANGE

Typically, salaries range from US$40,000 to $100,000 annually and up.

ON THE JOB

Be dependable about meeting deadlines. Communicate clearly with others on the creative team. Share ideas.

Hours are long and deadlines demanding, but in this rapidly evolving form of computer art, you can have a lot of fun and be as innovative as your imagination (and the art director) allows.



"Creative animation . . ."

Frank Foster, Vice President of Multimedia, Sony Pictures Imageworks

3D designe

RELATED JOBS

design drafter//
uses information supplied by an engineer or architect to provide design support in developing and revising technical, detailed, electronic drawings of structures, land profiles, equipment, and more.

project manager//
is a licensed engineer or architect who oversees a variety of projects and project teams. Responsibilities also include contacting clients, scheduling, and budgeting.

marketing manager//
uses project drawings and visualizations to prepare promotional materials used in client proposals and multimedia presentations.

Animated 3D virtual models add motion and breathe life into 2D industrial drawings. Visualizations, based on 2D drawings and 3D models, can take you to places where it's physically impossible to go. Walk-through small cafes and towering skyscrapers that haven't been built yet. Flyby future airports that are still being designed.

3D models are used in the design of everything from toys and turbine engines to space shuttles and telecommunication systems. Can you create attention-getting visualizations of these designs for conceptual development and presentations? If so, engineering and architectural firms want to meet you.

SKILLS

3D models simplify complex ideas, and reveal relationships between parts and processes. Making accurate and beautiful visualizations—based on the physical properties of the models—requires both creativity and attention to detail.

Practice traditional (noncomputer) technical illustration and composition. Pay close attention to color, texture, and surfaces.

Develop strong mathematical and analytical skills. Learn how electronic models make it easier to recognize potential design flaws and to facilitate changes.

Experience in computer programming and debugging software helps.

"we want students who have a **strong** desi understanding

EDUCATION

Sign up for art, advertising, math, physical sciences, photography, and computer classes in high school or college.

A computer-science degree is preferred. Some universities offer programs specializing in computer engineering. Or, earn a bachelor's degree in architecture or engineering.

TECH TOOLS

Find out how to create designs on computers with CAD software. Investigate how CAM is used to plan and produce products. Learn CAI to give objects 3D form.

Familiarize yourself with 2D digital imaging and 3D animation, modeling, and rendering programs that transform 2D drawings into moving images.

Practice using color scanners and digital cameras. Experience in video production is a plus.

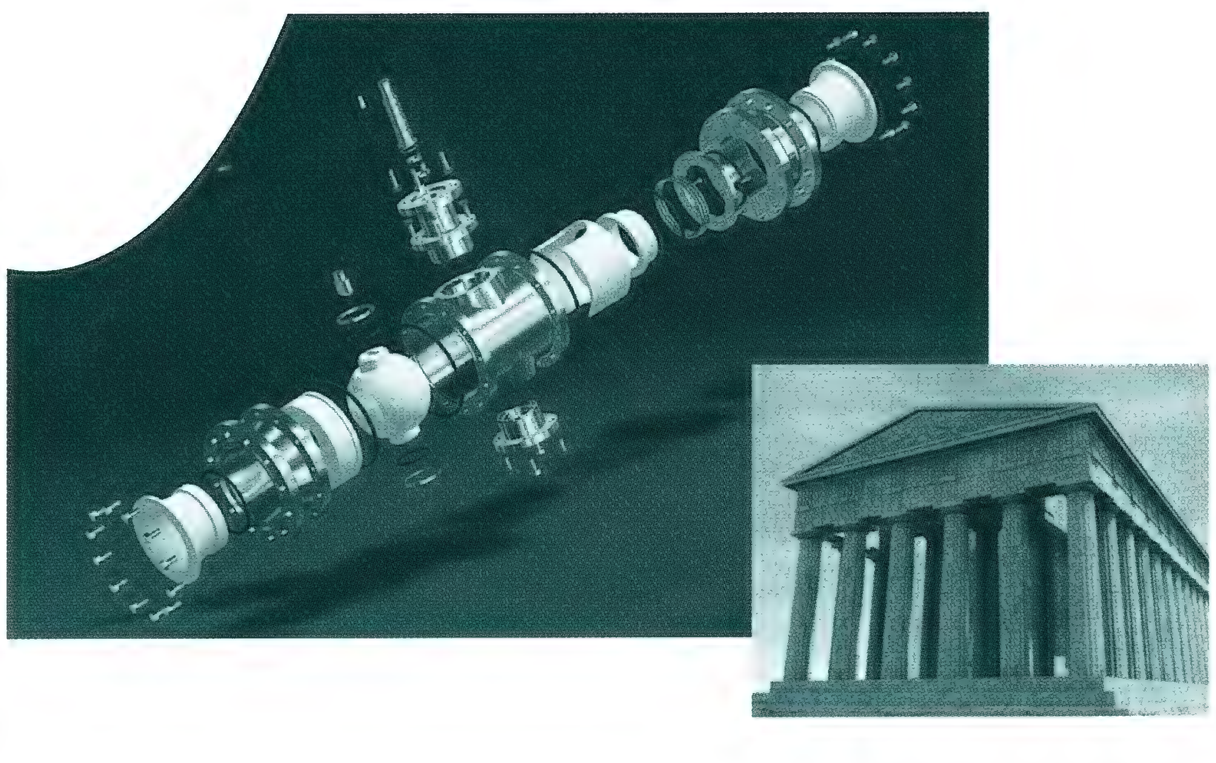
SALARY RANGE

Typically, salaries range from US$40,000 to $100,000 annually and up.

ON THE JOB

You'll be working both individually and as part of a team. Make yourself valuable by being accurate and getting projects done on time.

In the process, you'll discover the delight of animating things we see and use every day.



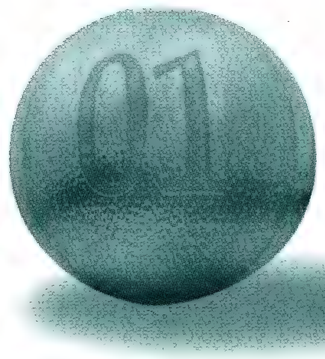
gn in

of

modeling, scale, and color.

Adam Noble, Principal, CADP

3D web designer and



Faster than a mouse-click, 3D animated graphics have become the latest rave on the Web. Now the search is on for talented designers who can create 3D virtual worlds for multiplayer online games, use VRML to stage movie shots in 3D on the Web, and construct catalogs of 3D objects for real-world design.

SKILLS

Study traditional 2D drawing and 3D animation techniques. Learn how sound, video, and user-interface design work on a computer. Practice using 3D images to tell stories.

EDUCATION

Take technical illustration, sculpting, photography, and computer classes in high school or college. A graphic design degree is preferred.

Read about the standards of online design.* Explore Web sites to see what works visually in this new medium.

TECH TOOLS

Become proficient at 2D digital imaging and 3D animation programs. Get familiar with FTP, HTML, and VRML.

SALARY RANGE

Typically, salaries range from US$40,000 to $80,000 annually and up.

ON THE JOB

Good writing skills will help you express your ideas in e-mail exchanges with people you meet online.

"the three keys to visual media are the abilities

*Refer to resources on page 11.

3D programmer

The 3D graphics produced by software game publishers, television and film companies, architectural and engineering firms, and online providers are made possible by an intricate process called computer programming. It's the backbone of all multimedia products.

People who understand programming languages—and those who use them to design their own 3D software tools, called plug-ins—can choose from a wide range of businesses where their talents are needed.

SKILLS

Programmers figure out ways to technically execute creative 3D concepts. The ability to write and debug code is essential. Learn how to read and modify source code quickly. Knowing assembly language is a plus.

EDUCATION

Take math, science, and computer classes in high school or college. A computer-science degree is usually preferred.

TECH TOOLS

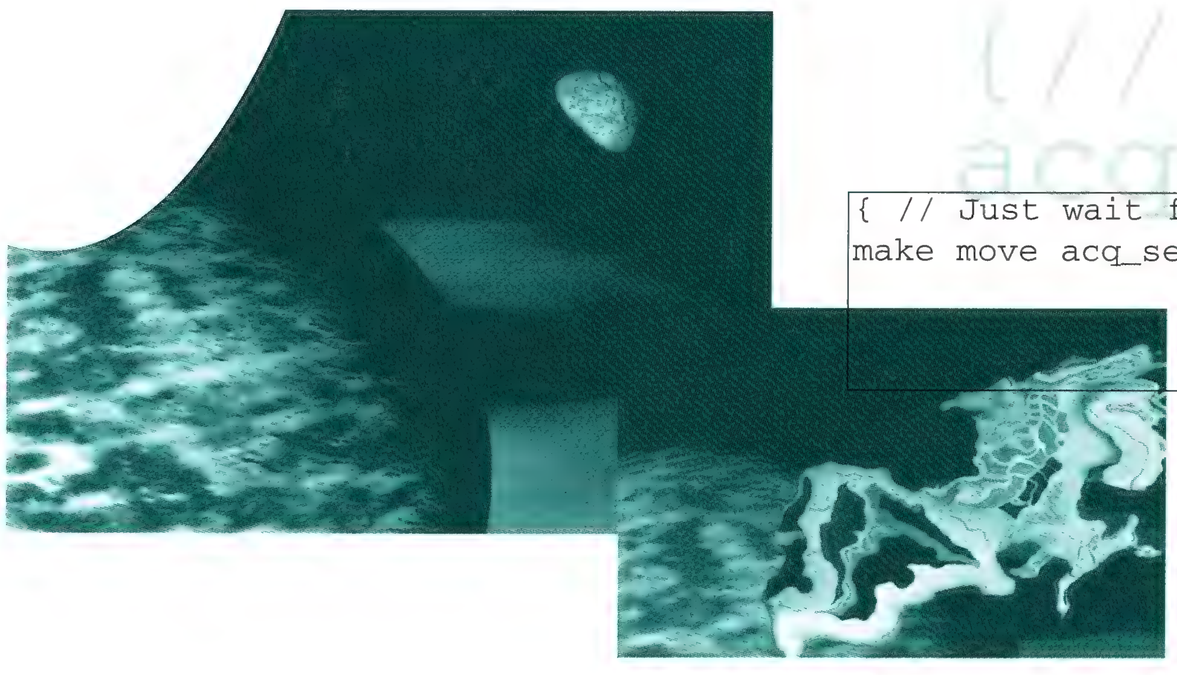
Learn basic programming languages like C and C++. It also helps to know PERL, HTML, Java, Shockwave, and VRML if you want to do programming for the Web.

SALARY RANGE

Typically, salaries range from US$45,000 to $110,000 annually and up.

ON THE JOB

Producing the most results with the least amount of code will keep you challenged.



"I draw to create, and communicate."

Tim Harrington, Computer and Video Imaging Chair, Cogswell Polytechnical College

next steps

Here are a few tips and resources to help you navigate your expedition into the world of 3D design and animation. Then, pack up your talent and determination and go for it.

KEEP CURRENT

- Read trade MAGAZINES† and BOOKS.† Check out 3D RESOURCES ON THE WEB†.
- Attend TRADE SHOWS†—scour the conference program to see who's doing what, look at products, meet professionals who are doing what you want to do.
- Join a professional TRADE ORGANIZATION.† Build a network of contacts.
- Subscribe to ELECTRONIC MAILING LISTS† and join NEWSGROUP† discussions. Exchange e-mail with people working in the field.

EDUCATION

Learn computer art in high school—enter local and national competitions. Visit a junior college near you—does it offer a multimedia studies program?

Explore a variety of universities and art SCHOOLS† that offer a degree program in your chosen specialty or in a related area of study. Confirm the deadline for submitting applications.

Develop skills along with knowledge. To land a job in a multimedia company, you need to show what you can do.

INTERNSHIPS

Internships provide hands-on learning opportunities—usually for set periods of time—with or without pay. Either way, they offer an excellent chance to build valuable job skills.

- Check with local schools and businesses to see which internship programs are available in the field of your choice, and in related industries.
- Research local companies. Be well-informed before you call the company to ask for an informational interview. This also can be done through e-mail and the Web.

JOB PREPARATION

Career-prep assistance is often available through professional organizations. Magazines and books also provide a good source of information on how to write a resume, put together a portfolio and demo reel of your best work, make a business card, and create your own Web site.

JOB SEARCH

Learn how to use online resources to complement traditional job-search methods using newspapers and trade magazines. There's plenty of company information online as well as JOB HUNTING SITES.†

† See sampling of resources outlined on adjacent page. More complete listings are available in the World Wide Web version of this brochure at **http://www.ktx.com**.

"... let me see something moving with action

RESOURCES ON THE WEB

3DSite
http://www.3dsite.com

Computer Animation at AAST
http://www.bergen.org/AAST/ComputerAnimation

comp.graphics.animation FAQ
http://www.ridgecrest.ca.us/fx/cga-faq.html

The Web Designer
http://web.canlink.com/webdesign/nl.html

SCHOOLS

California Institute of the Arts
Valencia, CA
805-255-1050 **http://www.calarts.edu**

Cogswell Polytechnical College
Sunnyvale, CA
408-541-0100 **http://www.cogswell.edu**

Pratt Institute School of Art & Design
Brooklyn, NY
800-331-0834 **http://www.pratt.edu**

Savannah College of Art & Design
Savannah, GA
800-869-7223 **http://www.scad.edu**

BOOKS

Animation from Script to Screen
Shamus Culhane, St. Martin's Press

Becoming a Computer Animator
Mike Morrison, Sams Publishing

Inside 3D Studio MAX™
Steven Elliott & Phillip Miller,
New Riders Publishing

JOB HUNTING SITES

Entertainment Recruiting Network
http://www.showbizjobs.com/jobs.html

Yahoo!—Business and Economy: Employment
http://www.yahoo.com/Business_and_Economy/Employment/

ELECTRONIC MAILING LISTS

CG-CHAR (Character Animation) Mailing List
http://www.cinenet.net/users/rickmay/

Computer Game Artists (CGA) Mailing List
http://www.vectorg.com/cga

3D Studio Mailing List
majordomo@autodesk.com
Type "subscribe 3dstudio" *(without quotes) in body of e-mail message.*

NEWSGROUPS

alt.3d
comp.graphics.animation
comp.graphics.misc
comp.graphics.packages.3dstudio
rec.arts.animation

MAGAZINES

3D Artist Magazine
505-982-3532 **http://www.3dartist.com**

3D Design Magazine
800-829-2505 **http://www.3d-design.com**

Animation Magazine
818-991-2884
http://www.imall.com/stores/animag

Computer Graphics World
800-582-6950 **http://www.cgw.com**

TRADE ORGANIZATIONS

3D Studio/Kinetix User Groups
http://www.ktx.com/grplist.htm

International Animated Film Society
(ASIFA—Hollywood) 818-842-8330
http://www.awn.com/asifa_hollywood

TRADE SHOWS

APRIL
Computer Game Developers Conference
Santa Clara, CA **http://www.mfi.com/cgdc**

JUNE
Electronic Entertainment Expo (E3)
Atlanta, GA **http://www.mha.com/e3**

AUGUST
SIGGRAPH
Los Angeles, CA **http://www.siggraph.org**

More complete listings are available on the Kinetix Web site at:
http://www.ktx.com

and attitude."

Dan Kuenster, Vice President of Animation, 7th Level*

**The Hollywood Reporter Careers in Animation Special Issue,* July 1996

CREDITS

COVER

Figure: Martin Foster
Large car: Walter Gurdak
Small spaceship: Warner Interactive (Manchester)
Interior: Designed by Mondo Media for Zork Nemesis, by © Activision
Espresso machine: Cebas Computer

INSIDE COVER

Monopoly car: Westwood Studios
Flying monsters: Warner Interactive (Manchester)
Mechanical part: Jan Hill
Diner: Alfred Woo, Dub Media

INTRODUCTION

Page 1
Game image: Warner Interactive (Manchester)
Chevrolet: Brent Blackett, Autodesk, Inc.

GAMES

Page 2
Earthquake: Rocket Films Ltd.
Chess piece: Robert P. Whitney, Mission Studios Corporation

Page 3
Monster, Monopoly board: Westwood Studios

FILM

Page 4
Interior with figures, Cherub: Jose M. De Esponsa, Triplefactor/Reyes-De Esponsa Infographica

Page 5
Robot in space: Gary Tse
Planets: Andy Murdock/Mechadeus
Dinosaur: Frank Delise, Autodesk, Inc.

DESIGNER

Page 6
Staircase: Ayres Group
Fish: Jose M. De Esponsa, Triplefactor/Reyes-De Esponsa Infographica

Page 7
Mechanical parts: Designed by Mondo Media for Zork Nemesis, by © Activision
Parthenon: Jose M. De Esponsa, Triplefactor/Reyes-De Esponsa Infographica

WEB DESIGNER & PROGRAMMER

Page 8
Interior, Numbered sphere: Designed by Mondo Media for Zork Nemesis, by © Activision

Page 9
Planet, Warped planet: David Avgikos, Digimation

RESOURCES

Page 11
Creature: Miguel Lleras

KINETIX

DESIGN YOUR WORLD™

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KINETIX™

RELEASE 4

THE OPEN STANDARD FOR PROFESSIONAL-QUALITY 3D GRAPHICS AND ANIMATION

3D Studio®

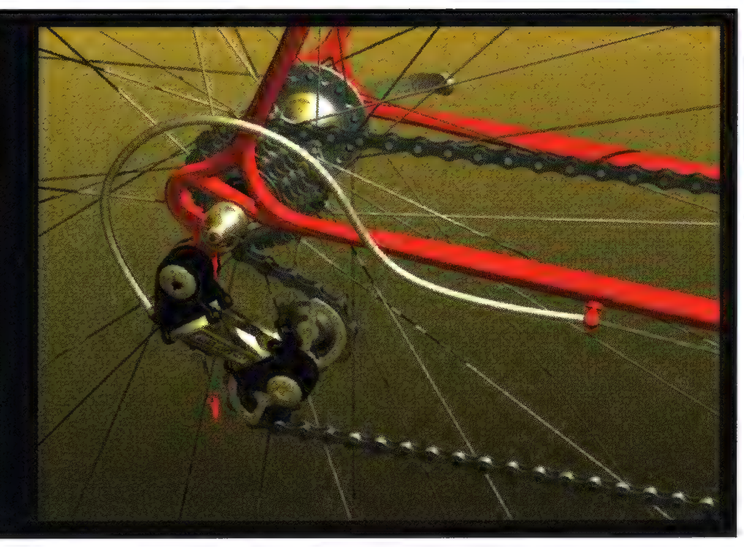
FEATURES

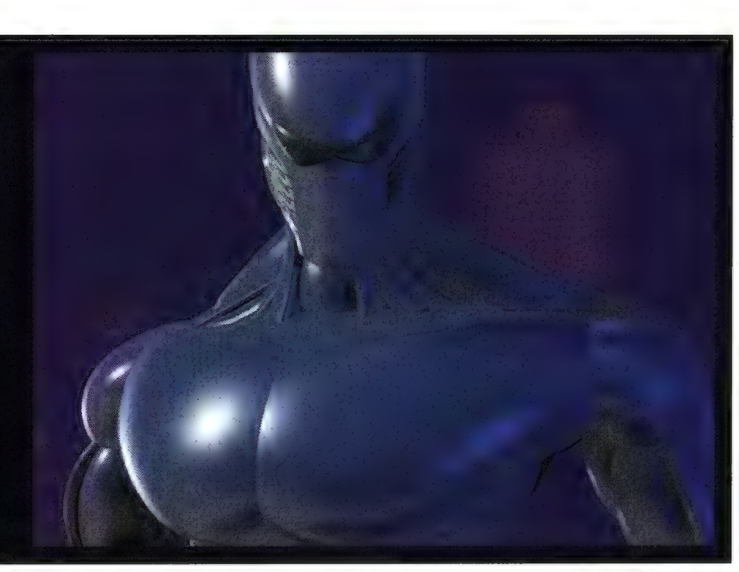
- Fast, workstation-quality rendering with network support
- Comprehensive materials creation and editing
- Flexible keyframing plus true 3D inverse kinematics and scripting
- Complete support for a world of 3D Studio® Plug-Ins
- Includes 3DSurfer,™ the patch modeler
- Easy file exchange with 3D Studio MAX™ for Windows NT®

3D Studio® Release 4 software is the comprehensive, market-leading graphics software you need for creating high-resolution 3D models, renderings, and animations on 386/486/Pentium®/Pentium Pro-based PCs. Production-tested 3D Studio provides the versatile, extensible features your work demands.

"3D Studio: The Black and Decker of world-building tools."

***WIRED* magazine, May 1994**





3D Studio software is ideal for producing animations for video production, designing, creating multimedia and educational presentations, reconstructing accident scenes for courtroom use, preparing high-resolution still images, and creating advanced architectural or engineering visualizations. Widely used by videographers, architects and engineers, trainers and educators, corporate presentation specialists, industrial designers, forensic animators, game developers, and a host of other creative professionals, 3D Studio has rapidly become the industry standard for 3D animation and graphics software for the PC.

Virtually anything you and your clients envision can be modeled and photorealistically rendered in 3D Studio. Or you can animate your work for digital delivery or recording to film, print, or videotape. Shaped by years of extensive user feedback and tailored to meet your demands, 3D Studio Release 4 provides the tools you need to build world-class animations and visualizations, plus extensive tutorials and context-sensitive Help.

"3D Studio renders like a workstation."

***PC Magazine*, November 1993**

WORKSTATION-QUALITY RENDERING To help you produce rich, workstation-quality images, the robust rendering capabilities in 3D Studio Release 4 include 64-bit Super Truecolor computation, true analytical antialiasing, plus gamma and video color correction. Release 4 also delivers the fastest production-quality rendering on the PC.

With 3D Studio software, you can render across an entire network for no extra licensing fees. You can assign rendering jobs to specific processors or automatically distribute the rendering among all available machines. When you need to increase rendering capacity, simply add more PCs to the network.

"Awesome modeling."

Richard Raucci, *Microtimes* magazine, January 1994

ADVANCED MODELING So popular has 3D Studio become for modeling that its file format (.3DS) is the de facto industry standard. 3D Studio software's modeling capabilities include both a comprehensive polygonal modeler and a powerful Shaper/Lofter combination. The Shaper lets you create 2D spline profiles—or load in external files like Adobe Illustrator™ or .DXF™ files. Any nonintersecting collection of 2D profiles can then be extruded in the 3D Studio Lofter. As well as extruding a set of shapes along a 3D spline path, the Lofter gives you additional control over options like capping, deformations, texture coordinate assignment, and beveling. Polygonal meshes can be created within 3D Studio or loaded in from the .DXF format. Powerful Boolean operations let you carve objects using other objects, while vertex-level editing tools give you the precise controls you need to make or modify 3D models. Fence-based selection tools and numerous display controls make the 3D Studio modeler the choice of working professionals.

"Every time I use the Materials Editor, I come up with a fresh look—even better than I had imagined."

Tom Rzonca, *Rzonca Multimedia*, August 1994

COMPREHENSIVE MATERIALS EDITING 3D Studio software's comprehensive Materials Editor offers a wealth of options for visually developing how surfaces and solids appear. You can draw on state-of-the-art techniques for combining multiple bit maps to create layered textures, from the realistic to the exotic—from marble to the skin of an alien creature. In this highly interactive visual editor, you can produce stunning metallic surfaces and self-illuminated materials like neon—even textured and bumped wireframes.

FULL AUTOCAD® COMPATIBILITY

For AEC or mechanical designs, 3D Studio ideally complements AutoCAD® software. Because the two programs are tightly integrated, importing AutoCAD geometry into 3D Studio is easy. And 3D Studio software reads .DXF files, making it the right tool for users of other 3D CAD programs, as well.

3D Studio Release 4 software's powerful keyframe scripting language enables you to create precise data-driven animations using BASIC-like commands. Its Match Perspective feature accurately positions 3D models onto photographs or video stills of existing sites. To add sun sources, human figures, landscaping, and more to your presentations, a variety of 3D Studio Plug-Ins are available from independent application developers.

"A rare crop of outstanding third-party add-ons."

Bruce Goren, *TV Technology* magazine, March 1994

THE POWER OF CHOICE Because of 3D Studio software's open architecture, an active community of independent application developers are able to supply a comprehensive range of 3D Studio Plug-Ins that make the product even more powerful. For example, with optional 3D Studio Plug-Ins, you can customize your system to perform motion capture, flocking animation, skeletal animation, dynamics, skinning, and particle animation. No other 3D animation system gives you access to such rich developer resources.

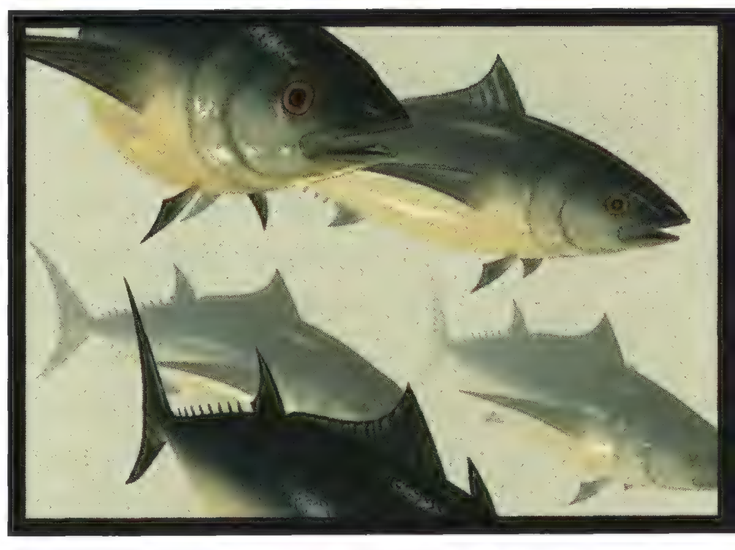
A GROWING USER COMMUNITY 3D Studio boasts the largest installed base of any professional 3D animation software—so when you join this community, the numbers are on your side. What do they mean? Whether you are new to 3D Studio or a seasoned 3D artist, you will find books, instructional videos, or periodicals covering the topics that concern you. In many locations, 3D Studio user groups meet regularly, and by joining the Kinetix™ Forum on CompuServe® (GO KINETIX), you can communicate directly with the developers of 3D Studio, with application developers, and with other users.

"The animation champion on the PC platform."

Bruce Goren, *TV Technology* magazine, March 1994

FLEXIBLE KEYFRAMING—AND BEYOND Whether you animate with attitude, accuracy, or both, 3D Studio software has the tools to do the job. With the true 3D inverse kinematics in Release 4, you can intuitively choreograph characters and then tweak for personality using power keyframing tools. Send objects along 3D splines with automatic banking, or create a data-driven animation using the new keyframe scripting language. Precise morphing, motion-blur, and explode—they're all there.

3D Studio also has a time-line-based interface, Video Post, to add backgrounds, composite unlimited layers of images, and invoke image-processing functions. With full alpha-channel support, this popular 3D Studio feature lets you produce complete digital movies—including special effects, titles, and transitions.



THE WORLD-CREATING TOOLKIT® ON CD-ROM FOR 3D STUDIO

The World-Creating Toolkit,® which ships with 3D Studio software, provides more than 500MB of prebuilt objects, meshes, fonts, animations, textures, and backgrounds—all royalty-free. The Toolkit expedites your work, reduces the need to create everything from scratch, catalyzes your creativity, and saves you hundreds of hours of production time.

AWARDS AND HONORS

Since its introduction, 3D Studio software's superb feature set and ease of use have earned it kudos from every segment of the graphics and animation industry.

Readers' Choice,
***Publish*, 1992 and 1993**

Honorable Mention, Best Products,
***PC Magazine*, 1992**

Readers' Choice,
***PC Products and Presentations*, 1992**

Best Creative Software,
***Computer Shopper* (UK edition), 1992**

Silver Award,
***PC User* (UK edition), 1992**

Buyers' Assurance Seal,
***Infoworld*, 1993**

MVP Finalist Award
***PC Computing*, 1994**

World Class Award
***PC World*, 1996**

SYSTEM REQUIREMENTS

- 386*/486*/Pentium/Pentium Pro-based computers or 100 percent compatibles
- MS-DOS® 3.3 or later
- 8MB RAM (amount depends on scene complexity)
- 20MB free hard-disk space
- Super VGA display capable of 640 x 480 x 256 colors (Truecolor recommended)
- Pointing device (Microsoft®-compatible mouse, SummaSketch®-compatible digitizing tablet, or Autodesk Device Interface™ [ADI®] pointing device)

* Intel or Intel-compatible math coprocessor required.

OPTIONAL

- Targa®-compatible display (e.g., Truevision, Matrox)
- ADI-compatible displays
- ADI-compatible printing devices
- ADI-compatible VTR controllers (e.g., Sony EVO 9650, LVR 3000)
- CD-ROM drive
- LAN software

PUT AUTODESK SOFTWARE TO WORK FOR YOU TODAY

Autodesk is the world's leading supplier of PC- and UNIX®-based design software and PC multimedia tools. The company's 2D and 3D products and data management tools are used in many industries for architectural design, mechanical design, filmmaking, videography, and geographic information systems.

Kinetix products include 3D Studio MAX, AutoVision,® Animator Pro,® Autodesk Animator Studio,™ 3D Props™ (Residential and Commercial), and Texture Universe™ on CD-ROM. Compatible with Animator Pro and AutoCAD software, 3D Studio ships with extensive documentation, sample files, and device drivers for a wide range of graphics cards. 3D Studio can also write and read numerous industry-standard files, including .DXF and Adobe Illustrator files.

Autodesk also provides one of the finest support networks in the desktop software industry.

Registered and Strategic Developer Programs promote the best application products by providing technical and marketing assistance to qualified, independent software developers.

The *Kinetix Partner Catalog* describes, categorizes, and provides contacts for 3D Studio IPAS Plug-In applications, prebuilt models, and textures, books, videos, and tutorials.

Training and Support are available from Authorized Kinetix Dealers; Autodesk, which offers direct-support contracts; the Kinetix Forum on CompuServe; and the Autodesk Education Department, which has partnerships with educational institutions and coordinates numerous training programs.

YOUR AUTHORIZED DEALER

Autodesk software is sold through more than 4,500 Authorized Autodesk Dealers and Distributors, and Autodesk Systems Centers (ASCs) worldwide. To locate the nearest Kinetix dealer, distributor, or ASC, call us at **800-879-4233.** From outside the United States and Canada, fax your request for information to

- **415-507-6110** (Latin America)
- **415-507-6117** (Asia/Pacific)
- **+41-38-239-394** (Europe, Africa, and the Middle East)

To obtain more information about Kinetix software or to interact with other Kinetix software users, type GO KINETIX on CompuServe.

Browse our World Wide Web site at **http://www.ktx.com** for more-detailed information about Kinetix products and services.

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DESIGN YOUR WORLD™

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IMAGE CREDITS
Cover: Carousel created by Enlighten, Ann Arbor, Michigan. *Inside left, top to bottom:* Bike derailleur image courtesy of Andrew Rodriquez. Monk created by Glenn Melenhorst. Parthenon by Jose M. De Espona © Copyright 1994 Triplefactor/Reyes-De Espona Infografica, Madrid, Spain. Robot created by Mirage Technologies, Cheshire, England. *Inside right, top/bottom:* Architectural interior image of the Utah Consolidated Court Complex, Salt Lake City, Utah, created by Michael Sechman Associates, Orinda, California. Architects: Hellmuth, Obata & Kassabaum, MHTN Architects, Big-D Construction. Fish created by Jose M. De Espona © Copyright 1994 Triplefactor/Reyes-De Espona Infografica, Madrid, Spain.

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Autodesk®

3D studio® RELEASE 4

TECHNICAL SPECIFICATIONS

THE OPEN STANDARD FOR PROFESSIONAL-QUALITY 3D GRAPHICS AND ANIMATION

A true production studio for the desktop, Autodesk 3D Studio® software is a comprehensive environment for creating professional-quality 3D animations and high-resolution still images. Compatible with Animator Pro®, AutoCAD®, AutoVision™, and the Cyberspace Developer Kit software, and based on a highly extensible plug-in architecture, 3D Studio is supported by a rapidly expanding community of independent developers and can be precisely tailored to individual production needs.

3D MODELING

- 3D Studio software includes a full-featured 3D modeler with floating-point accuracy.
- Modeling tools include both B-spline patch and polygon mesh creation with control down to the vertex level in multiple viewports.
- 2D Bezier spline-creation tools include Lines, Curves, Arcs, Quads, Circles, Ellipses, Regular Polygons, and Freehand.
- 3D Studio reads and writes Adobe® Illustrator™ (AI) Bezier spline files, which can then be saved and loaded into other drawing packages. PostScript® (Type 1) and URW fonts can also be manipulated as spline entities.
- Powerful extrusion tools allow model construction from multiple spline cross sections interpolated along a 3D spline path.
- 3D objects can be precisely arrayed in linear and radial patterns.
- Objects can be modeled over raster bit maps for reference; background images and/or video-safe frames are observable in any viewport.
- Directly loads 3D AutoCAD .DXF™ files by Layer, Color, or Entity and exports .DXF files. ASCII file import and export are also supported.
- Spline-based model deformation tools include Twist, Fit, Scale, Teeter, and Bevel.
- B-spline patch and polygon mesh models can be automatically constructed from top, front, and side profiles.
- 3D Studio software supports 3D Boolean modeling for carving, drilling, and sculpting; and 2D Boolean operations for union, intersection, and subtraction of 2D profiles.
- Fast screen redraw options allow interactive control of complex scenes.
- 3D Studio provides texture-map alignment tools for precise map placement and scaling. Automatic texture-coordinate assignment for extruded objects and particles.
- B-spline patch and polygon mesh objects can be modified by using editing commands like Bend, Skew, and Taper. The Smoothing Groups feature provides additional control over how parts of objects will be rendered.
- An unlimited number of named cameras with real-time zoom, dolly, and field-of-view control can be used.
- Keyboard coordinate entry is supported.
- Project size is limited only by amount of available hard-disk space and/or memory.

MATERIALS EDITING

- 3D Studio software includes an extremely fast, 24-bit, interactive Materials Editor for creating and adjusting any surface material appearance (with alpha control and automatic NTSC color checking).
- Flat, Gouraud, Phong, and Metal shading are supported on material-by-material basis. Wireframe, a special shading attribute, allows the creation of texture-mapped wireframe materials.
- An extensive materials library is supplied. Multiple libraries can be created and modified with the Materials Editor.
- Face Mapping tool automatically fits bit maps to surface topology without assignment of mapping coordinates (for cube or icosahedron mapping, etc.).
- Color values and material map tinting can be controlled with RGB or HLS sliders.
- Multitexture, reflection, bump, opacity, specular, shininess, and self-illumination mapping can be combined with individual percentage contributions for deeply layered surface effects; all mapping types can be composited with associated masks for each type.
- Individual maps and masks can have their own texture-filtering settings plus specific UV scaling, offset, and rotation parameters; individual maps and masks can be created from either the bit map's RGB or alpha component.
- Animated mapping is supported for each type.
- Procedural textures are supported.
- Automatic environment mapping can be used to achieve realistic reflections.
- Sophisticated transparency and reflection-blurring controls are provided.
- An Image Browser Plug-In is provided to let you select maps and backgrounds from either thumbnail representations or keyword searches.

RENDERING

- Photorealistic rendering output is supported at 8, 16, 24, or 32 bits for still images or animations (including alpha channel for compositing).

- Rendering to screen and/or to files at any resolution is possible in both frame and field modes.
- Super Truecolor 64-bit computation provides superb color fidelity and gamma correction (for accurate colors on any output device).
- Workstation-quality analytical antialiasing is supported.
- 3D Studio software can render on a frame-by-frame basis across a network. Any supported, networked machine can either submit or process rendering jobs, and the network adapts to any change automatically.
- Network assignment can be automatic (to any available machine), or specific PCs can be assigned to handle particular processes.
- With a single product license, up to 9,999 networked machines can be used for rendering.
- Each networked machine has a unique name and identification number and generates a log file that can be viewed from any other machine.
- Network rendering can be output to local or server drives.
- Motion-blur, supported for both objects and scenes, has assignable shutter speed and blur amount.
- Layered fog, full-screen fog, and distance shading can be used for atmospheric effects.
- Fast color Preview renderer works in any camera viewport and allows interactive camera adjustments.
- An unlimited number of named spotlights with control of color, cone shape, and shadow-casting parameters can be used.
- Ray tracing provides crisp shadows in any size scene; omni lights and spotlights have controllable falloff over distance; individual objects can be excluded from any omni light or spotlight effect.
- Spotlights can be assigned to still or animated colored bit maps to simulate slide or film projectors; rectangular spotlight "barn door" effect can be used; spotlights can be rolled for animated rotating effects.
- Images can be saved in .GIF, .JPG, .TGA, .TIF, .BMP, and .EPS formats.
- Precise palette control over rendered images is provided with optional dithering and compression controls.
- Backgrounds for renderings can be solid colors, gradients, picture files, animations, or external procedures.
- Match Perspective to accurately render models over digitized photo backgrounds is supported.

ANIMATION

- 3D Studio software provides professional keyframing control over objects, cameras, and lights.
- The program offers extensive, spline-based, motion-path creation and controls, including automatic banking.
- True 3D inverse kinematics is supported with user-assignable joint parameters including limits, precedence, and damping.
- Inverse kinematics can be interactively keyframed or made to follow the motion of other objects in the scene.
- Surface materials can be morphed (e.g., transparent plastic morphs to solid metal).
- Fast, colored motion tests can be created with locked, frame-per-second playback control.
- Low- or high-resolution .FLC files for Animator Pro can be created or viewed. Numbered sequences of still images can also be rendered to disk.
- Full object hierarchies with independent-object pivot points are supported.
- Accurately imports DXF motion paths from AutoCAD software.
- Hierarchies can selectively inherit position, rotation, scale, squash, and stretch in any combination.
- Animation from libraries can be applied to any object.
- True 3D object metamorphosis and object instancing are supported.
- Ambient light, omni light, and spotlight characteristics can be animated.
- Camera and lights can be slaved to each other or to objects; camera position, field-of-view, and roll can be animated.
- Acceleration and deceleration can be controlled for visual ease-in/ease-out.
- BASIC-like keyframe scripting language offers a precise way to automate repetitive operations or to create algorithmic or data-driven animations.

POSTPRODUCTION

- Video Post feature allows compositing of unlimited layers of images and animations with precise alpha control.
- Full time-line control is supported with transition effects such as fade-in, fade-out, and user-customizable transitions.
- Entire 3D "movies" can be edited inside the program for first-generation final presentations (to video or .FLC format).
- Multiple image-processing effects can be invoked for each frame.

3D STUDIO PLUG-IN SUPPORT

The open architecture of 3D Studio allows for the use of IPAS Plug-Ins, which support advanced modeling, animation, image-processing, procedural textures, and bit-map functions. Particle systems, ripples, skeletal animation, image filters, and motion capture are but a few of the hundreds of 3D Studio Plug-Ins available from independent software vendors. A 3D Studio Plug-In Developer Kit is also available separately from Autodesk. For more information, consult your Authorized Autodesk Multimedia Dealer or the Autodesk Multimedia Forum (GO ASOFT) on CompuServe®.

THE WORLD-CREATING TOOLKIT® ON CD-ROM

3D Studio ships with the World-Creating Toolkit® containing more than 500MB of prebuilt objects, textures, and backgrounds, royalty-free.

BOX CONTENTS

Contents include 1.44MB disks, *Reference Manual, Tutorial Guide* (including over 20 tutorials), *Installation Guide, Advanced User Guide, New Features*, and the World-Creating Toolkit for 3D Studio on CD-ROM.

SYSTEM REQUIREMENTS

- IBM® or COMPAQ® 386/486/Pentium®-based computers or 100 percent compatibles
- MS-DOS® 3.3 or later
- 8MB RAM
- Hard disk with 20MB of available free space
- Intel® math coprocessor
- Super VGA display device (at least 640 x 480 x 256 colors)
- Pointing device (Microsoft®-compatible mouse, SummaSketch®-compatible digitizing tablet, or Autodesk Device Interface™ [ADI®] pointing device)

OPTIONAL

- Targa®-compatible display (e.g., Truevision)
- ADI-compatible displays
- ADI-compatible printing devices
- ADI-compatible VTR controllers (e.g., Sony EVO 9650 or LVR 3000)
- CD-ROM drive
- LAN software and cabling

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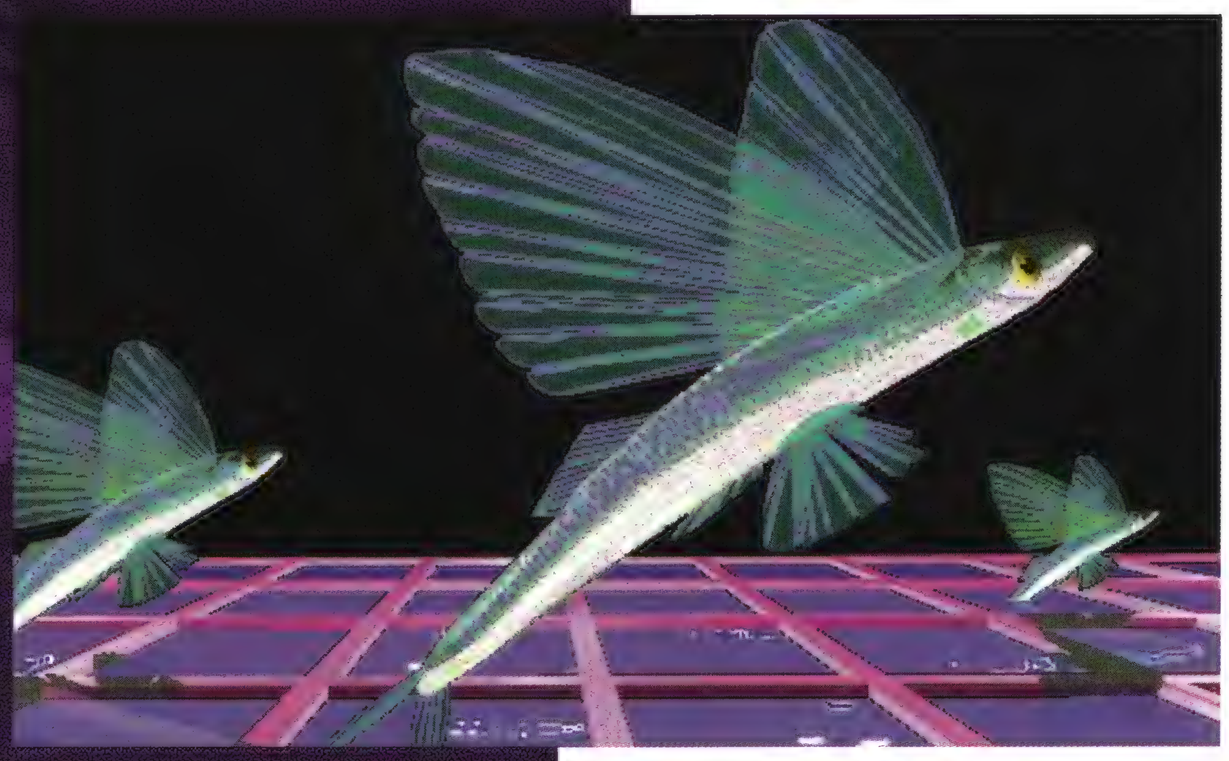
Autodesk

ION 1.3 VERSION

Animator Pro®

FEATURE SUMMARY



AUTODESK ANIMATOR PRO® VERSION 1.3

The award-winning Autodesk Animator Pro® is a high-resolution, 2D paint and animation software program for 386/486-based PCs that lets you communicate complex ideas with drama and accuracy. Present your animations on-screen in Microsoft® DOS®or Windows™, or record them to video in real time or frame by frame.

The Animator Pro Version 1.3 enhancements include PostScript® Type 1 font support; Show'em, a POCO-based, text-charting facility; and the Animator Pro Image Collection CD-ROM containing sample animations, animated clips, backgrounds and textures libraries, and 100 PostScript Type 1 fonts.

AUTODESK FLIC™ ANIMATION

PC MAGAZINE EDITORS' CHOICE

1992 MULTIMEDIA WORLD READERS' CHOICE WINNER

Animator Pro provides a repertoire of special effects like tweening and color cycling plus time-based functions for titling and text animation. You can create images from scratch, work with scanned images, or import graphics from other programs or formats.

Animator Pro also works in concert with Autodesk 3D Studio® software to provide a comprehensive 2D and 3D animation solution. Import Animator Pro still or animated texture maps into 3D Studio to wrap around 3D objects. Or bring 3D Studio .FLC files into Animator Pro to edit individual frames.

GENERAL

- 8-bit, 256-color 2D paint and animation
- Screen-resolution independent
- Built-in, C-based programming language for extensibility (POCO)
- DPMI compliant: Runs as DOS application under Windows
- GUI with customizable colors and keyboard shortcuts
- F1 Help for keyboard commands
- Compatible with 3D Studio and AutoCAD® software.

PAINT FEATURES

- 23 paint and draw tools such as spline, box, polygon, line and spray
- 35 inks such as smear, glass, glow, scrape, emboss, glaze and unzag
- Multiple brush shapes
- User-definable zoom window
- Controllable color palette including RGB and HLS, rainbow ramps, color tweening, tinting, blending and global image-processing effects such as lace and engrave
- Custom mask

TEXT TOOLS

- Supports PostScript Type 1 fonts (.PFB)
- Supports Hewlett-Packard Laserjet bitmap fonts
- Includes bitmap and PostScript fonts
- Leading and spacing control
- Justifies left, right and center
- Includes text editor with automatic word wrap

SIX KINDS OF ANIMATION

- Polymorphic Tweening
  - Transform shapes over a range of frames automatically
  - Render tweened shapes as filled, outline, linear or splined
- Digital Optics Effects
  - Move elements along splined paths
  - Adjust acceleration
- Traditional Cel Animation
  - Animates frame by frame
  - Automatic next-frame registration
  - Automatic in-betweening and "blueing"
- Color Cycling
  - "Animate" a range of colors
  - Reverse, ping-pong or forward cycling
- Text Animation (Titling)
  - Import text from ASCII files or type text directly
  - Animate pixel by pixel or by character
- Animated Cel (Sprite)
  - Create animation within an animation
  - Cel manipulation capabilities such as mirror, scale and rotate

RESOLUTION-INDEPENDENT

- Customer-selectable screen resolution with installable VESA device drivers
- Screen resolution limited only by hardware

FLIC™: HIGH-RESOLUTION ANIMATION FILE FORMAT

- DOS animation standard (.FLC and .FLI™)
- Fast, efficient playback
- Supported by numerous authoring packages
- Edit and save any frame of a Flic to a still-image file

GRAPHICAL USER INTERFACE

- Move or hide toolbox and palettes to paint entire screen
- Select from a "postage stamp" graphics file
- Mouse and keyboard macro-recorders included

POCO PROGRAMMING LANGUAGE

- Includes built-in, C-based interpreter so customers can control program functions
- Allows use of your own add-on programs or programs created by other developers

COMPATIBILITY

- Create still or animated texture maps to wrap around 3D objects in 3D Studio
- Add animated effects to 3D Studio Flics in post-production
- Import .SLD files from AutoCAD seamlessly

INPUT/OUTPUT

- Import .FLI, .FLC, .CEL, .GIF, .JPG, .SLD, .PCX, .TGA, .TIF, .BMP, .RLE, .PICT, .MOV, .IFF, .RIF and .ANI (Amiga)
- Export .FLI, .FLC, .CEL, .GIF, .JPG, .PCX (8-bit), .TGA, .TIF, .BMP, .RLE and .PICT
- Video output: Real time to VCR or frame by frame (with appropriate hardware)

UTILITIES INCLUDED

- Show'em: Text-charting facility
- Flisumry: Storyboard summaries of Flics
- Flitape: Professional video output in single frame
- Flipaper: Facilitates hard-copy output
- Converter: Converts different still or animated file formats
- PixelPop: Facilitates screen captures
- Autodesk Animation Pro Player™
- Autodesk Animation Player™ for Windows

SYSTEM REQUIREMENTS

- IBM® or COMPAQ® 386/486-based PC or 100 percent compatibles. MS-DOS® 3.3 or later, 4MB RAM and a hard disk with 11MB to 20MB free space
- Pointing devices
  - Microsoft-compatible mouse
  - Summagraphics- or WACOM-compatible digitizing tablet
- Support displays: VGA, Super VGA, Video 7 VRAM, VESA Standard and COMPAQ Advanced VGA
- Optional equipment
  - Autodesk Device Interface™ (ADI®)-compatible printers and frame controllers
  - VGA to NTSC (or PAL) conversion devices

For the Authorized Autodesk Multimedia Dealer nearest you in the United States and Canada, call 800-879-4233. Outside the U.S. and Canada, please fax your request for information to 415-491-8303 (Latin America), 415-491-8398 (Asia/Pacific) or +41-22-788-21-44 (Europe).

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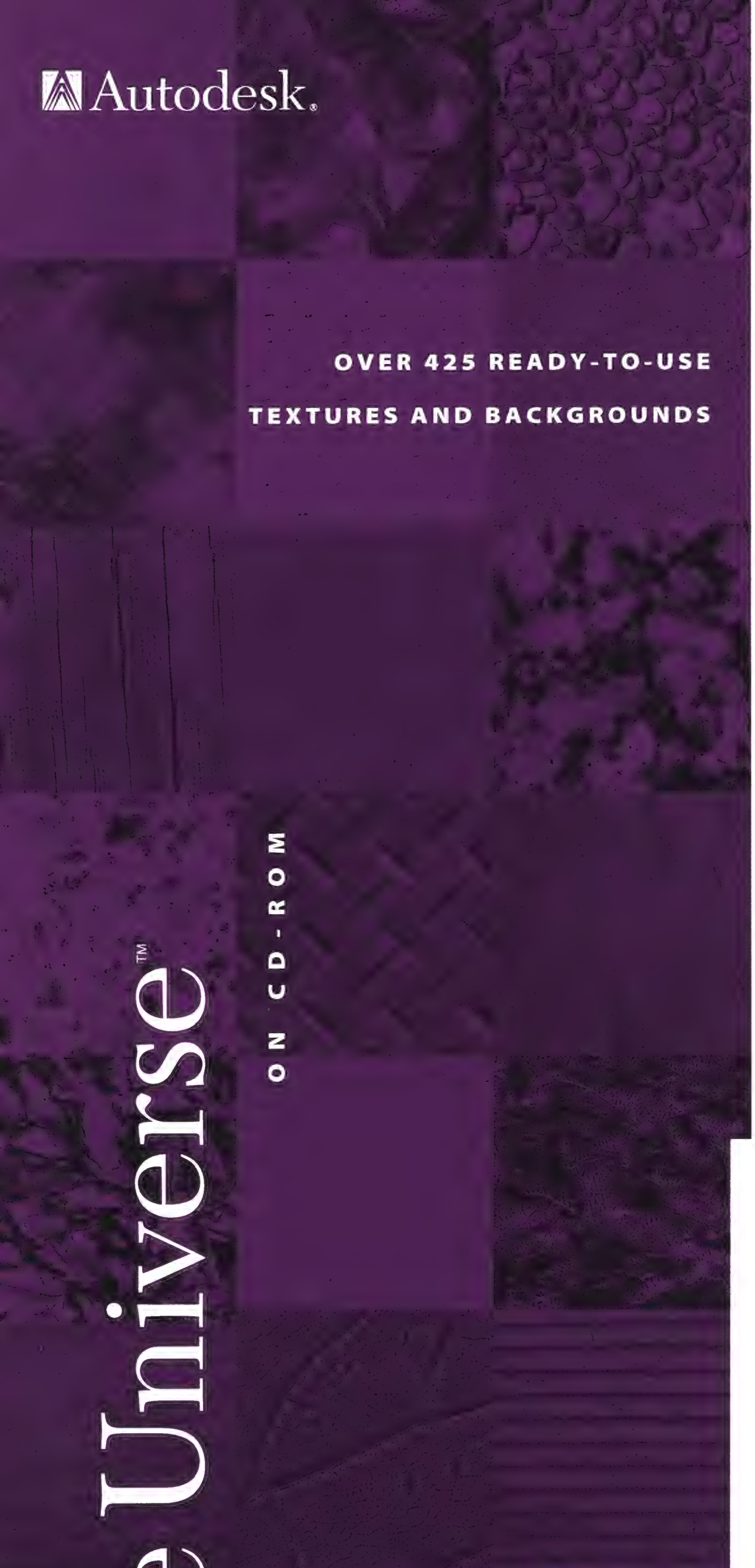
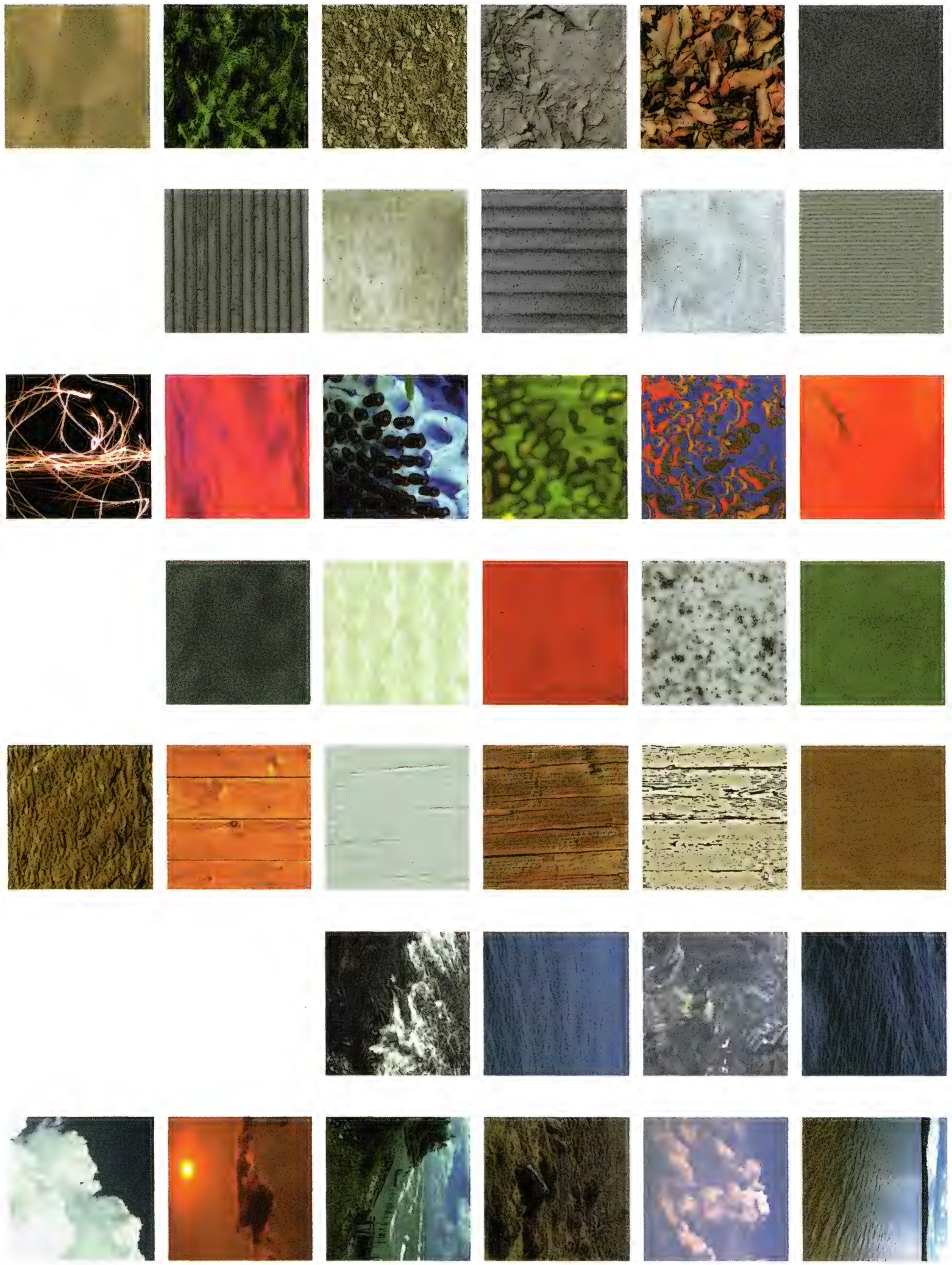


TEXTURES FOR ALL YOUR DESIGN NEEDS

Texture Universe™ is an extensive collection of ready-to-use, digitized software textures and backgrounds on CD-ROM. This library is a perfect companion for any professional working in 3D computer graphics, and ideal for use with 3D Studio® and AutoVision™ software, and other compatible packages. All images are supplied royalty-free and ready to incorporate into your productions.

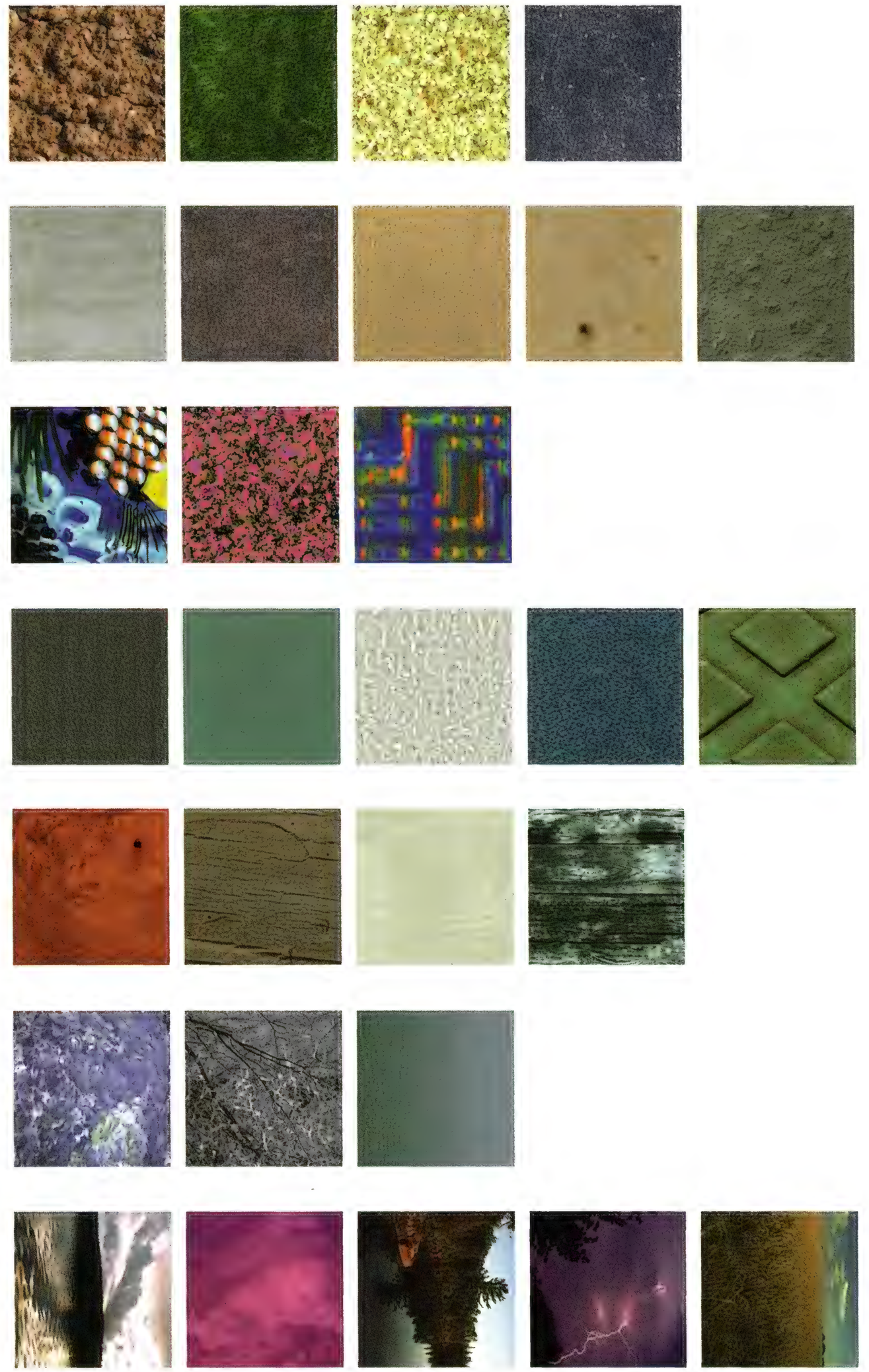
Texture Universe™

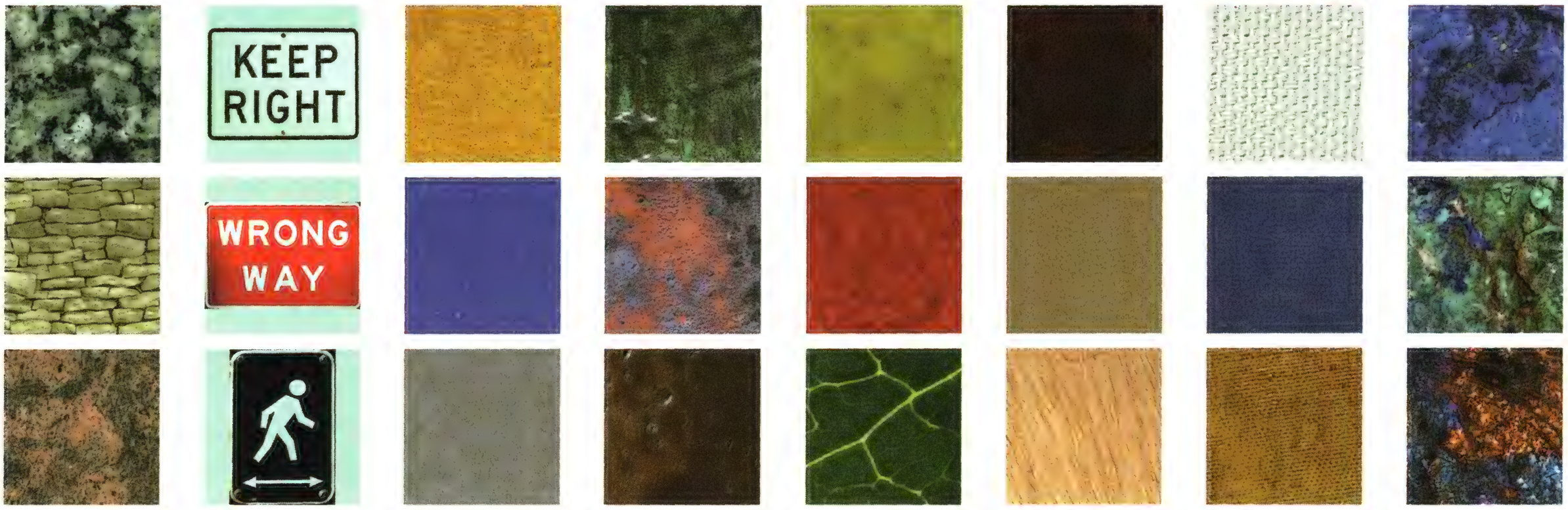
ON CD-ROM



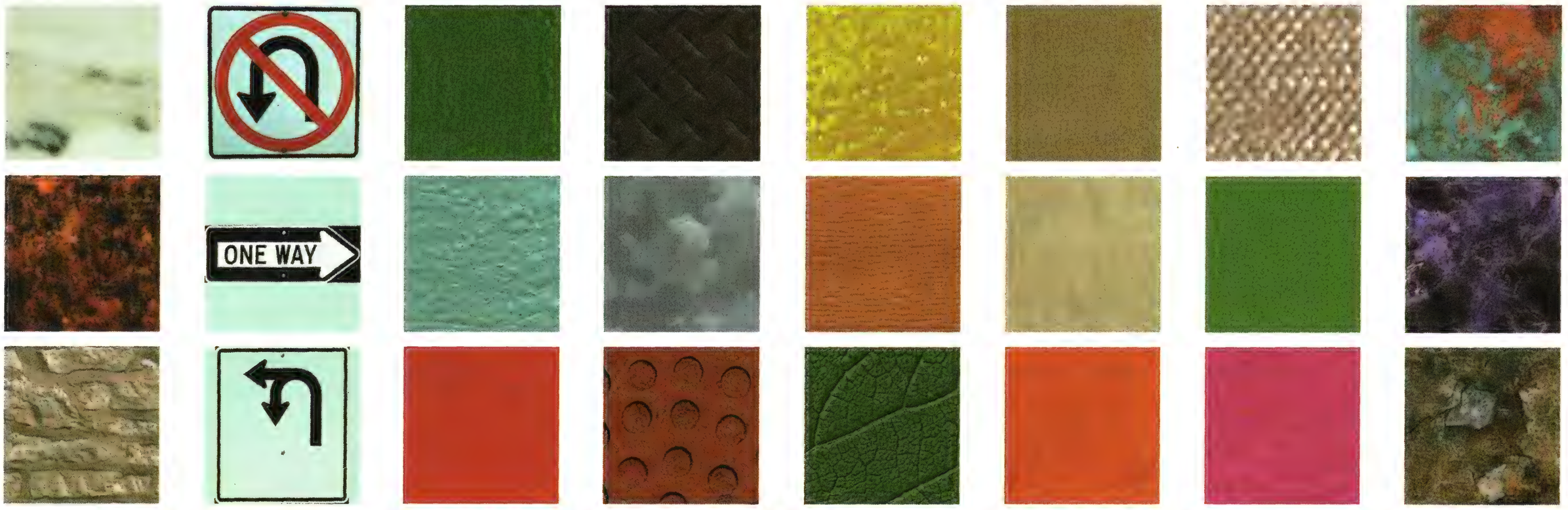
ground cover concrete synthetic plastic wood ice & water scenic

This is just a sampling of the 425 textures available in this texture library.





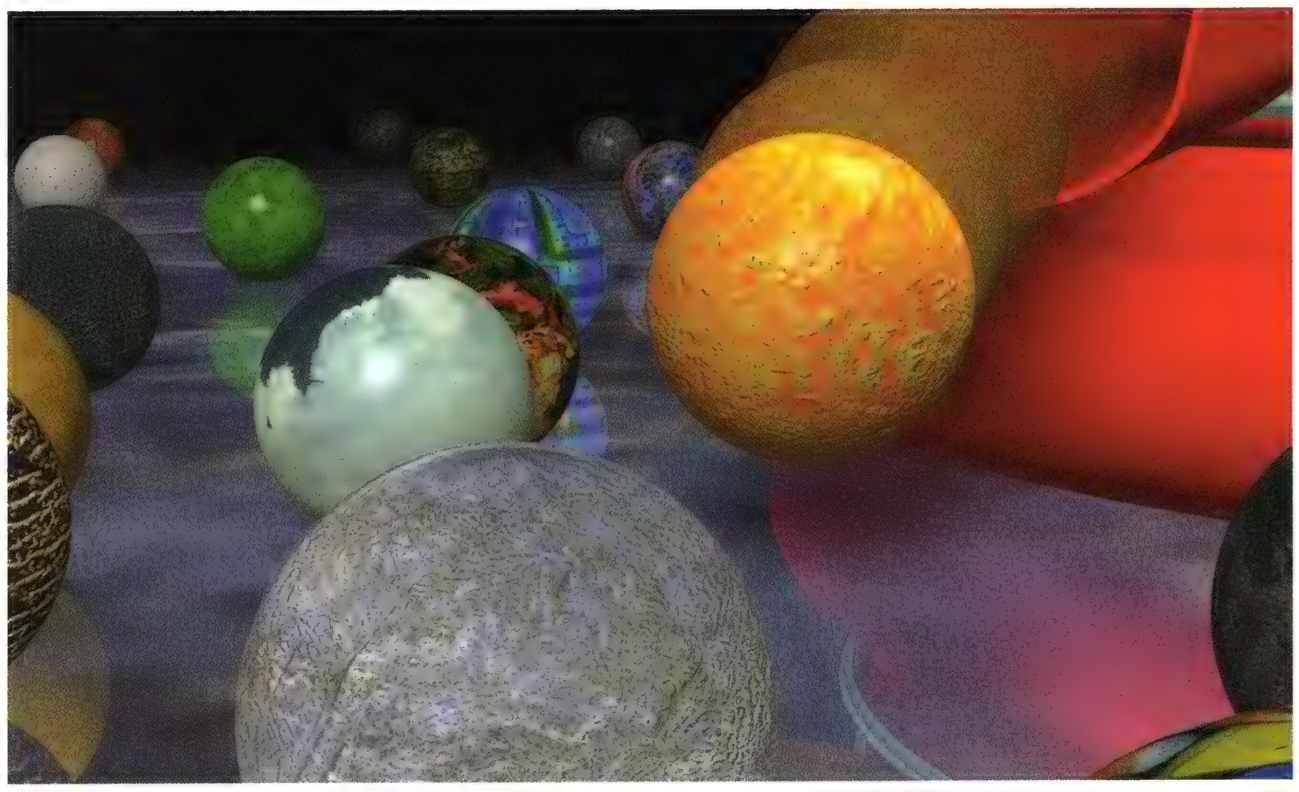
architecture signs paint metal organic animal skin fabric mineral



Autodesk®

Texture Universe™

ON CD-ROM



Textured gumballs as they roll from a gumball machine. Created with Texture Universe and 3D Studio software.

Texture Universe software offers more than 425 high-quality images that were created with the 3D artist in mind. This library also includes a variety of synthetic and organic textures, intriguing backgrounds, and many textures that can be tiled seamlessly onto large surfaces.

IMAGE BROWSER CAPABILITIES FOR 3D STUDIO* AND AUTOVISION SOFTWARE

In addition to textures and backgrounds, Texture Universe includes software utilities to help you quickly locate the images you need. An IPAS Image Browser utility makes it easy to preview and select textures while working in 3D Studio* software. Separate DOS and Windows™-based Browser utilities work with AutoVision software so you can choose textures without leaving your project. Texture Universe is also compatible with other paint and drawing packages that read Targa or GIF files.

TEXTURE CATEGORIES

Texture categories you'll find in this collection include:

- Animal Skins
- Architecture
- Concrete
- Fabric
- Ground Cover
- Ice and Water
- Metals
- Minerals
- Organic Matter
- Paint
- Plastics
- Scenic Views
- Signs
- Synthetic Patterns
- Wood

TEXTURE FORMATS

All textures are supplied in 24-bit TGA, 8-bit GIF and BMP file formats in high- (756 x 512) and low-resolution versions.

SYSTEM REQUIREMENTS

- CD-ROM drive
- 386/486/Pentium®-based computer with MS-DOS® 3.1 (or later) or Windows 3.1 (or later) to use the Windows or DOS Browser utilities
- Super VGA (strongly recommended)

For the location of the Authorized Autodesk Multimedia Dealer nearest you in the US and Canada, or to place a direct order, call **800-225-6106.**

Outside the US and Canada, fax your request for information to 415-491-8398 (Asia/Pacific), 415-491-8303 (Latin America) or 41-22-788-21-44 (Europe).

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** The IPAS Image Browser utility runs under 3D Studio Release 3 and above only.*

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IMPORTANT NOTICE for ALL PROSPECTIVE NET YAROZE MEMBERS

* Save 50% on the only version of CodeWarrior® that will work with Net Yaroze™.
* Metrowerks CodeWarrior for Net Yaroze is required for all Macintosh-based developers.

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- The only solution for Macintosh hosted Net Yaroze Development and the best solution for Windows 95/NT hosted development.

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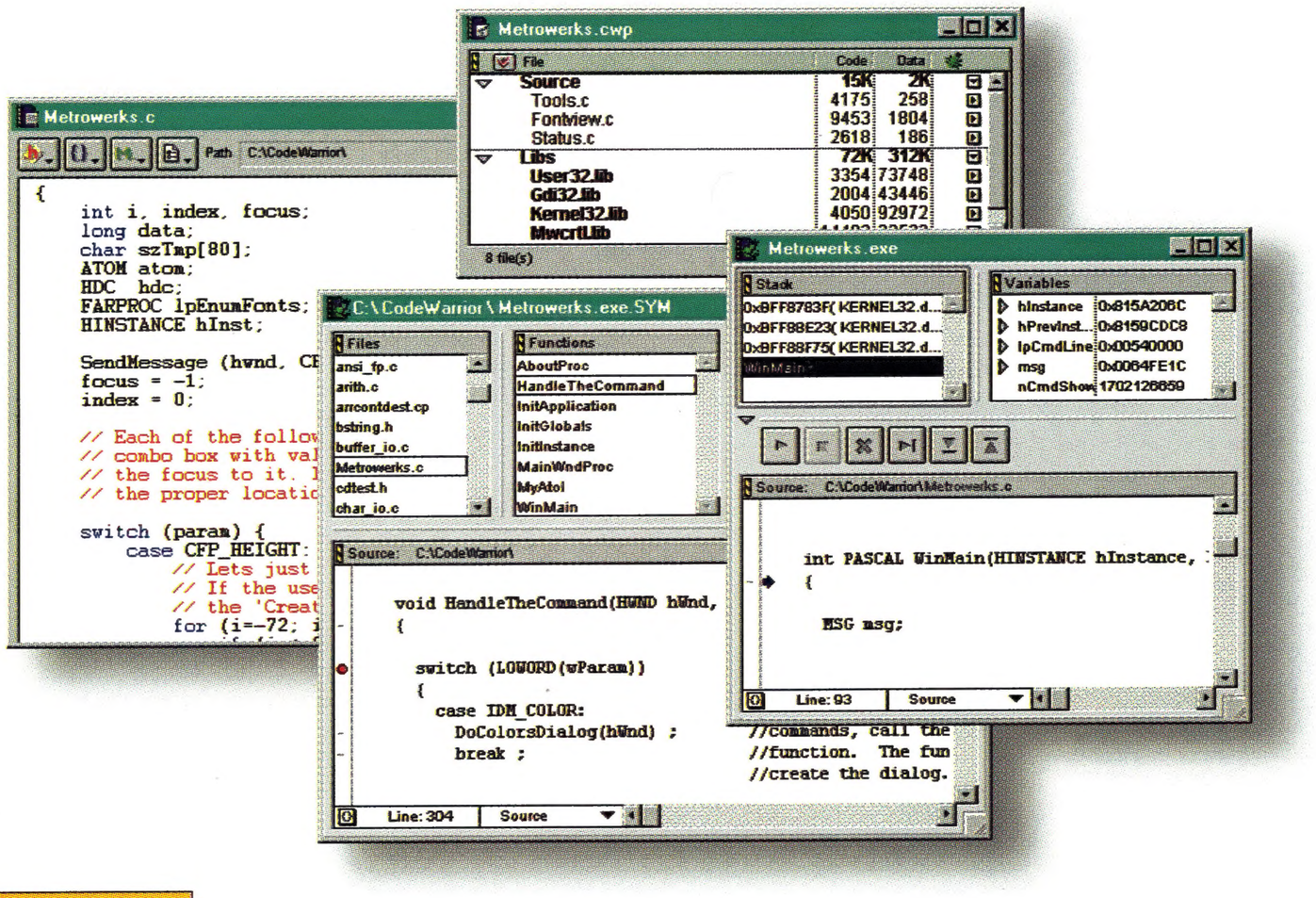

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CodeWarrior for Net Yaroze is the most powerful and easiest-to-use development tool available for Windows NT™4.0, Windows® 95 and Mac® OS hosted Net Yaroze programming. In fact, CodeWarrior has the only graphical integrated development environment (IDE) for the new Net Yaroze on the market today.

Our environment brings the ease-of-use and productivity of desktop software tools to games programmers for the first time. CodeWarrior allows you to manage project files, edit source code, debug your application and much more - all from the award-winning CodeWarrior IDE. Use the blazing fast C/C++ compilers with inline assembly language support, standalone assembler for MIPS®, project manager, full-featured editor, class browsers for C++, and Windows NT/95 and Mac OS hosted source-level debuggers to develop Net Yaroze applications.

Authorized by Sony Computer Entertainment, Inc., Codewarrior for Net Yaroze is not only the most powerful Windows NT/95-hosted solution, but is also the only Mac OS Net Yaroze development solution available.

And you get a 30-day money-back guarantee and a year's worth of technical support. Get the sensational build-time performance and unsurpassed ease-of-use of CodeWarrior for Net Yaroze and kick-start your Net Yaroze game development today!

SPECIFICATIONS

- Metrowerks award-winning Integrated Development Environment (IDE)
- C compiler - NIST certified ANSI C
- C++ compiler - closely tracks the emerging ANSI/ISO standard
- Inline assembly support for MIPS R3000 instructions in the C and C++ compilers
- Project manager
- Language and context-sensitive editor
- Class browsers for C++
- Windows and Mac OS hosted source-level debuggers
- Error management in the IDE - correct source directly in the error message window

Other Features:

- Online help and documentation
- One year of free technical support with registration
- 30-day money-back guarantee

Minimum Requirements:

WINDOWS

486 or Pentium™ processor or higher
Windows NT 4.0 or Windows 95
16 Megabytes of RAM minimum
32 Megabytes of RAM recommended
CD-ROM drive for installation
60 Megabytes of free hard disk space
RS-232 compliant serial port

MAC OS

PowerPC™ 601 processor or higher
System 7.1 or later
16 Megabytes of RAM minimum
32 Megabytes of RAM recommended
CD-ROM drive for installation
60 Megabytes of free hard disk space
RS-232 compliant serial port

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